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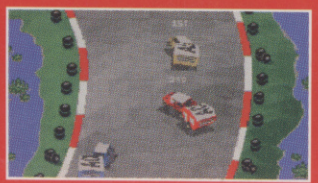

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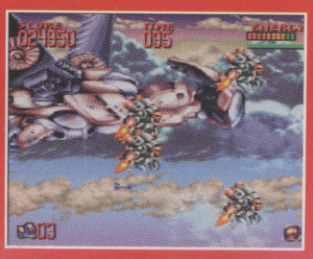

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ETERNAL CHAMPIONS CD – The game that makes Mortal Kombat II look soft! P86

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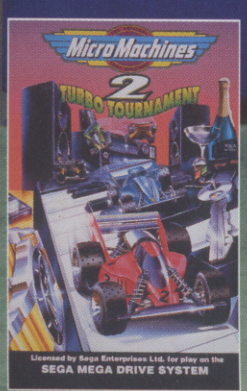
"...the most playable game in the world!" Overall Score - 97%*



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Demolish 'Em Derby on PlayStation – Psygnosis

exclusive

Ridge Racer, Daytona. Virtua Racing. Good games, but they've dated already. Psygnosis' Demolish 'Em Derby on PlayStation will no doubt be the definitive driving game on any system. CVG have it first. Turn to page 12 for more exclusive PSX pictures...

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EDITOR: MARK PATTERSON
DEPUTY EDITOR: GARY LORD
ART EDITOR: JULIE HEAP
DEPUTY ART EDITOR: PETREA DOYLE
SENIOR STAFF WRITER: RAD AUTOMATIC
CONTRIBUTING WRITERS: MARCUS BEER, RIK HENDERSON, RIK SKEWS, CAL JONES
COVER ILLUSTRATION: SEBASTIAN QUIGLEY
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Advertising enquiries: 0171-972 6700
Subscription and Back Issues enquiries (9.30–5.30 Mon–Fri): 01858 468888
CVG: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
TEL: 0171-972 6700
FAX: 0171-972 6701
ADVERTISING MANAGER: Julie Macarron
ADVERTISING EXECUTIVE: Marianna Masters
PRODUCTION: Tina Gynn
SYSTEMS AND PREPRESS MANAGER: Sarah-Jane Leavey
SYSTEMS ASSISTANT: Nick Claridge
PRODUCT MANAGER: Nichola Bentley
EDITORIAL DIRECTOR: David Kelly
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SPIDERMAN

Ah, but if he was a true Spiderman he'd fire webs from his butt. He doesn't do it in this game, but he certainly can do a whole lot more...
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PANZER DRAGOON REVIEWED

Is it another case of don't believe the hype, or is this the game every Saturn owner should own?
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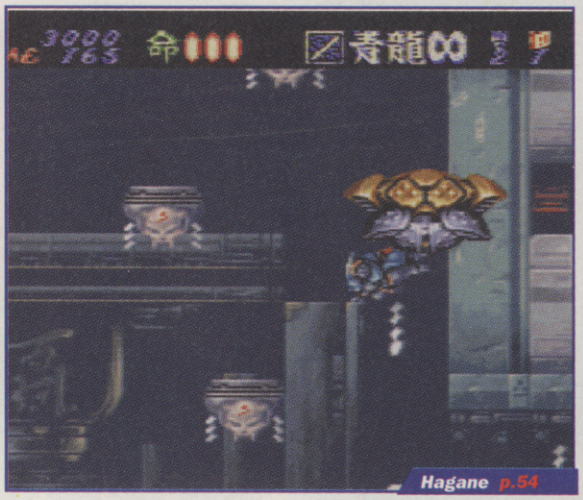
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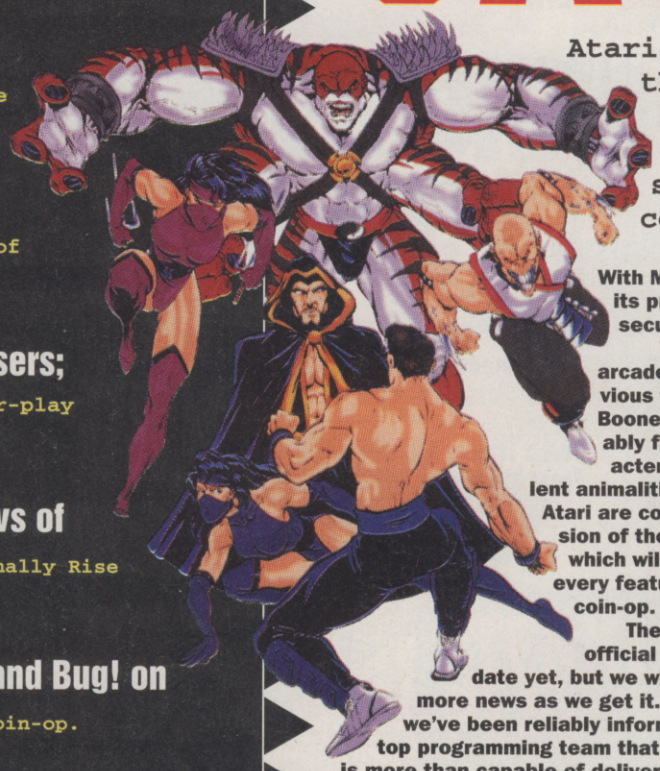
connected

the wired-up gaming news section

The Atari Jaguar is the Third party licences for the first console for the Mega Drive 32X include Return gore-ridden Mortal Fire, Alone in the Dark and Kombat III; Psygnosis Toughman Contest; Binary come up with some Asylum's Zee Wolf is to be fab- ported over to the looking Mega Drive; news of PSX teasers; Gremlin's new four-play plus news of SNES racer; and finally Rise Raiden and Bug! on of the Robots on coin-op. the Sega Saturn...

MK3 TO DEBUT ON JAGUAR



Atari are often criticised for their lack of quality software support for the Jaguar - but now they've gone out and scored possibly the software coup of the year...

With Mortal Kombat 3 looking likely to completely out sell its predecessor, Atari have announced that they've secured the rights to publish the first home version. The coin-op, which is due to go on site-test in arcades this summer, is set to top the success of the previous two versions. Programmers John Tobias and Ed Boone have opted to stick to the tried, tested and comfortably familiar format we're all used to, but added new characters, including two robot ninjas, more gore and excellent animalities which turn your character into a slavering beast. Atari are confident that they can deliver an arcade-perfect version of the game which will include every feature of the coin-op.

There isn't an official release date yet, but we will give you more news as we get it. However, we've been reliably informed by a top programming team that the Jaguar is more than capable of delivering a spot-on conversion of the game. If that's the case, we're looking forward to it already.

AIEEE PC!

Everyone knows that the PC's biggest problem is that most of its joysticks are either crap, or only have two independent buttons. However, if we're lucky enough to see this particular widget over here, we could be in for top SNES controller gaming. Simply hook this box up to your PC's gameport and keyboard input, then whack a SNES controller of your liking into it and you can merrily redefine the keys to make use of the joypad. Perfect for MKII.

Released in the States is an adaptor to connect a SNES pad to your PC. Let's have a UK release now please.

ARE YOU TAKING THE RISE?

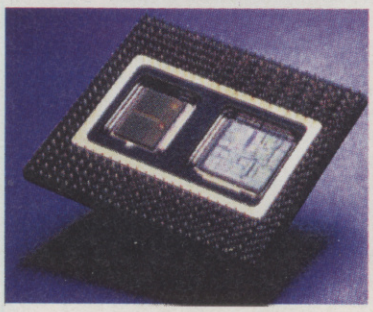
Is there no escape from Rise Of The Robots? After a million and one different versions of the game on home machines, the coin-op's now ready to roll into arcades. On top of that the whole shebang has been condensed into a book (without the rendered cut-scenes). You can find out for yourself as Mirage have given us 10 copies of the book to give away. Simply tell us who the half-dalek half-rubber maniac kebab shop owner was in Dr Who.

Answers on a postcard to: Gross Davrosity, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Comp closes 15 May.

The robots are finally going to rise at an arcade near you, and if you read our news story you could even win a bit of Robot trivia.

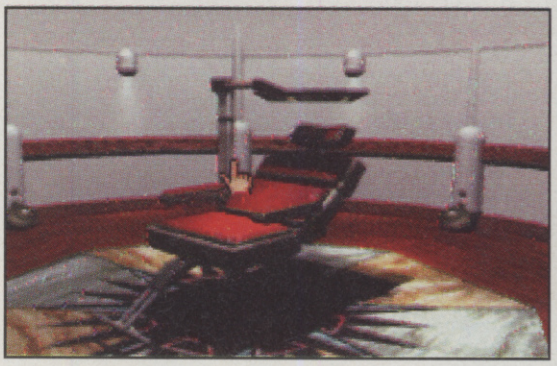
INTEL TO LAUNCH P6

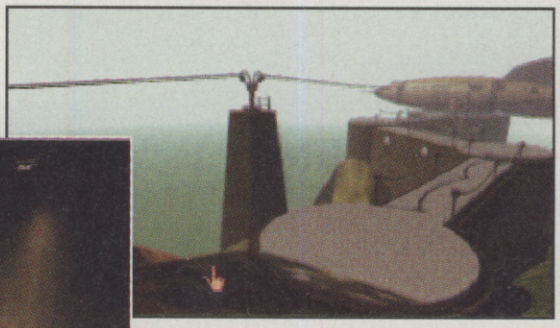
Just when you thought your PC was capable of handling anything that could be thrown at it, Intel go and launch the P6. It's a major speed up in speed from their P5 Pentium processor, with 100Mhz, 125Mhz and 200Mhz versions planned. It's on-board cache memory gives it full 64-bit addressing with RISC-based architecture supporting it, and it goes, basically, like a rocket. Intel are aiming at high-end users, graphic artists and the like, so don't expect a sudden influx of 'P6 Recommended' software. Still, Magic Carpet was originally a demo designed to show-off the Pentium and wasn't intended for release, and look what happened there.



A MYSTERY NO MORE

If you cast your mind back to the March issue, you might remember our review of Myst on the Saturn. Well Sunsoft thought we were a little hard on the game, which we agree is brilliant (the PC and Mac versions both scored 90%) – it's just that the import version has Japanese speech which makes the game almost unplayable. However, Sunsoft have guaranteed that when the game's released on Saturn officially it will be at least as good as the PC version, if not better. If that's the case we can't wait to get our hands on a copy.



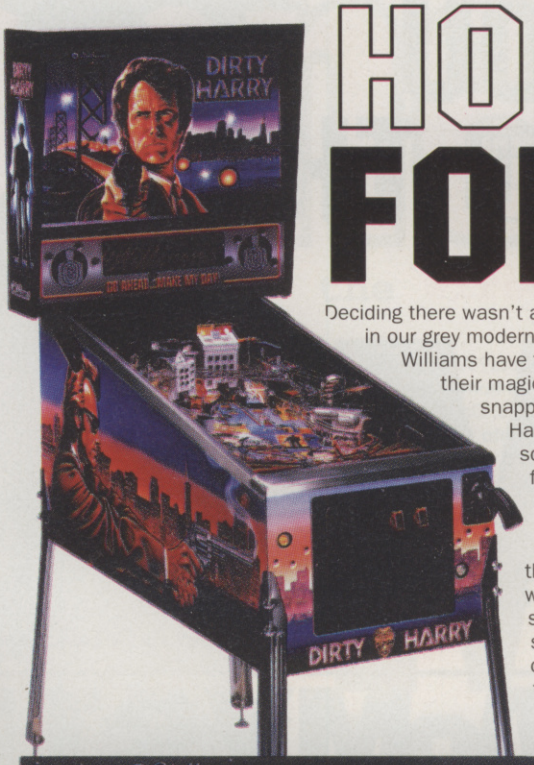


Don't be distressed by our review of Myst (import copy) on Saturn since the only reason that we marked the game down was because the text was in Japanese. When the title's officially released we're sure it'll score really well.

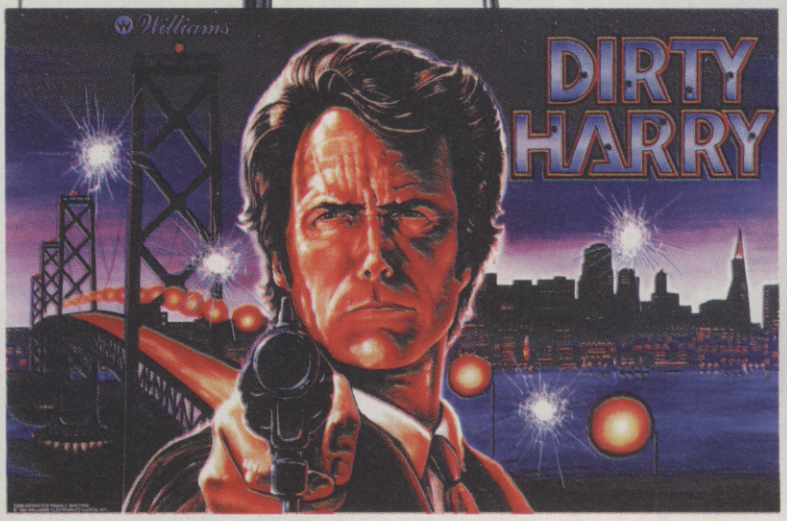
OOPS UP!

Yet again we've incorrectly printed the telephone number of that fine body of humanity who are Computer Exchange. The actual, strike us down if we've done another wrong 'un telephone number is 0171-636 2666. And you can read more about who they are, what they do and why we use them on page 98. There, that's better now, ain't it?

HOORAY FOR HARRY



Deciding there wasn't actually enough good stuff in our grey modern world worth licensing, Williams have trekked back to the 70s in their magic time machine and snapped up the rights to Dirty Harry. Yes! The greatest big-screen cop ever is now set for a return fronting a new Dirty Harry pintable. It's bound to be good simply because of the material the designers have to work with. As long as they put some neat 70s Superfly-style music on it Williams can guarantee they're coffers will be swelled by large amounts of our cash.



Now did I fire six pinballs or did I shoot seven? Make my day, punk... Dirty Harry speak ad infinitum...

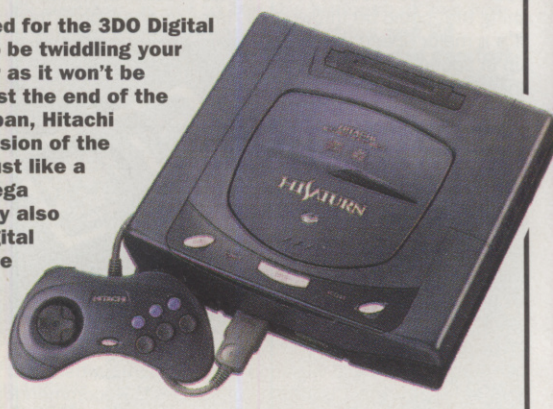
ALL PISTE UP

Save money, broken bones and protect against snow-blindness with this incredible-looking new coin-op from Namco. Alpine Racer is due to hit the arcades this summer and looks, well, interesting to say the least.

Who needs fancy French ski resorts when Namco bring you virtual skiing.

ALL PEGGED OUT

Those of you who waited for the 3DO Digital Video cart are going to be twiddling your thumbs for a bit longer as it won't be coming out until at least the end of the year. Meanwhile, in Japan, Hitachi have unveiled their version of the Saturn – which looks just like a black version of the Sega machine. However, they also launched an M-Peg Digital Video Cart with it. There aren't any plans to launch the machine or add-on over here yet, but if you're desperate for one you might be able to convince an importer to bring a few over.



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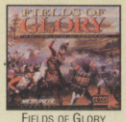

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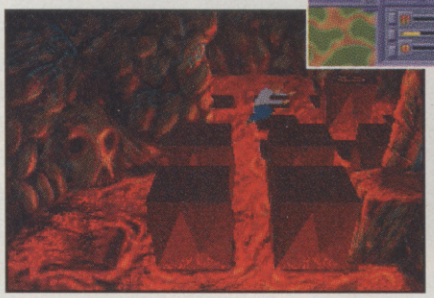
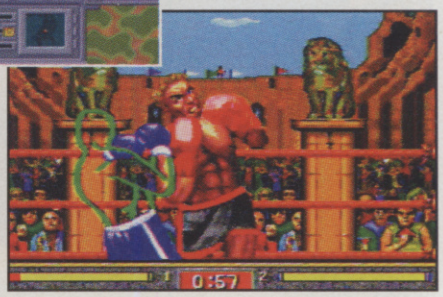
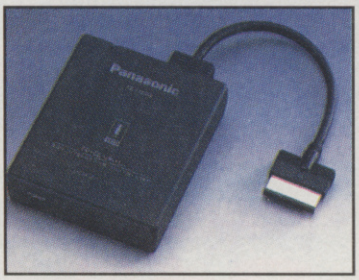
Two formidable third party titles are heading to the Mega Drive 32X: Alone in the Dark and Return Fire. Oh, and hopefully a better version of Toughman too.





MEMORY GLANDS

While the M-Peg card may have been delayed, there is now going to be a memory unit for it. The widget, which won't be available over here for a while, plugs into the back of the 3DO and lets you save countless games on to it. It's nowhere near as neat as the PlayStation system, but at least it's out there.



▲ ***This little gadget will let you save your 3DO games!***

NEW MUSHROOM TITLES AHOY

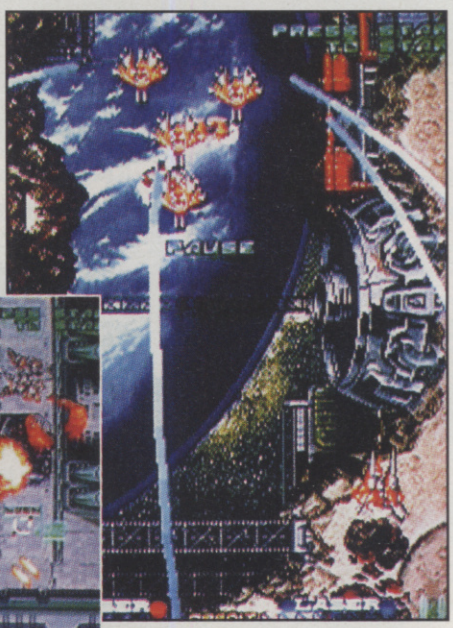
The Mega Drive 32X finally looks like getting some decent third-party support after the announcement of three new titles by independent developers. First up is the PC classic Alone in the Dark. Eagle-brained gamesters should know that Alone (as industry types know it) was a ground-breaking title when it was first released, and its sequels have continued to blaze new trails ever since. Hopefully the 32X version of this cinematic action/RPG extravaganza should prove to be brilliant. Also on the cards is a 32-BIT Return Fire. The 3DO version was awarded a whopping 90% by our own bad selves last month, and from what we've seen of the 32X conversion it should equal this aceage with ease. Finally, EA's Toughman Contest is lurching dangerously towards the mushroom-ular marvel. As the original was a huge 32-MEG cart in the first place, we're unsure as to what will be added to the 32X. Let's hope it's some playability.

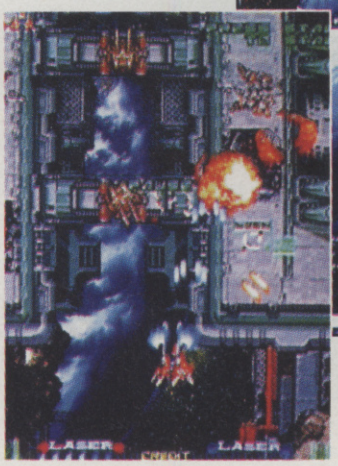
RIP HIS DODECAHEDRON OFF!

If the names Big Daddy and Giant Haystacks mean anything to you, then you're probably some old granny with a dodgy blue rinse and a penchant for screaming "Rip 'is bleedin' leg off!". Those wishing to emulate these old-school grunt 'n' grapple greats, however, should invest in a PlayStation. Yes, the PSX is the launchpad for the first 3D polygon-based wrestling game we can think of. Early shots suggest it should be pretty smart (check out the screens here), but you never can tell until you play the blighters. Rest assured that we'll bring more details as soon as possible.

IT'S A RAIDEN

Raiden is generally acclaimed as one of the best shoot-'em-ups ever programmed, and proof of its longevity can be found in issue 161 of CVG, where we awarded the (almost unchanged) PlayStation conversion 90 of your Earth per cents. Now Sega fans can pick their moping faces off the floor with the news that a Saturn conversion of the same game is almost complete. Featuring almost ten million (well, perhaps slightly fewer) levels of blasting fury this already has us crossing our legs to avoid displaying our excitement. Hopefully we should furnish thee with a review next month.





The most excellent shoot-'em-up that is known as Raiden is coming to the Saturn. Let's hope it's as cracking as the PSX version.

OH NO, NOT AGAIN

The PlayStation has, inevitably, thrown up something for perverted fans of young Japanese cartoon pretend girls. We're not sure what it's called yet, but the basic essence of the game seems to revolve around groups of strangely attired wide-eyed Manga chicks parading around talking to crying washing machines, or something. More news on this as we get it, but right now we need a bit of a lie down.

Yes spooky-eyed Manga software is going to be rife on the PlayStation.

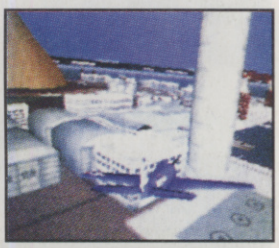
NICE TO ZEE YOU, TO ZEE YOU NICE

Commodore did the world a favour by creating the opportunity for Zeewolf's release last year. And now good old Sega, paragons of virtue, have graciously allowed this same game to hit Mega Drives around the world. Praise be. Despite its polygon-based nature, it's unlikely Zeewolf will utilise the SVP chip (used only once ever) but will instead employ lots of clever programming routines. As for the quality of the final product... well, it's not our place to say yet. But we will, as soon as we play it.

Binary Asylum's Zeewolf is going to be coming to Mega Drive World real soon.

MORE MYSTERY 'PLANE

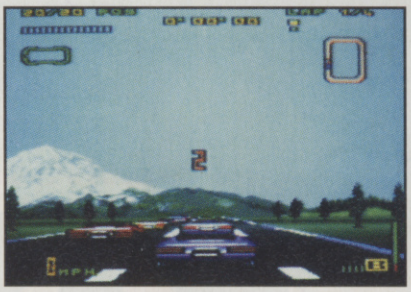
We've managed to get hold of more shots of the jaw-dropping Saturn flight title we featured in the March issue of CVG. Although details are still sketchy we've been assured it's a variable viewpoint prop-'plane combat game. Emphasis is on shooting and bombing rather than a heavy simulation aspect. This is something we're very happy about, because we truly do believe that this one is going to be an absolute barn-stormer.



An aircraft combat game for the PlayStation!

GET SOME TOP GEAR

Not just another racing game for the SNES, Top Gear 3000 is Gremlin's out-of-the-world (it's set on another planet pun fans) racer that's going to be competing with Street Racer in the multiplayer stakes. This is because you and up to three mates can race 48 alien-style tracks. Customising your car is the only way you're going to progress, and Gremlin have promised lots of futuristic style add ons including teleporters, warp and jump drives plus attractor beams and phosphorous bombs. We'll be testing its multiplayability and raceability next month.



Could Gremlin's Top Gear 3000 four-player be a Street Racer beater?

IT'S NOT CRICKET

Following in the clod-hopping mechanical footsteps of Clockwork Knight is Sega's latest attempt to revitalise the platform genre – Bug!. Whilst at its heart Bug! would appear to involve lots of running and jumping it makes clever use of 3D perspectives to add extra dimensions to the gameplay. That's the idea, anyway, although it didn't work too well on Clockwork Knight, which was no different to any other (rubbish) platform game. However, the Sega bods might have gotten it right this time, so we'll reserve judgement until our full review sometime in the next couple of issues.

Bug! is going to be the next platform game to arrive on the Sega Saturn, let's hope it's more of a challenge than Clockwork Knight.

PSYGNOSIS PLAYSTATION SPECIAL

THE PSYGIES IN FIVE IN-A-BED EXPOSÉ!

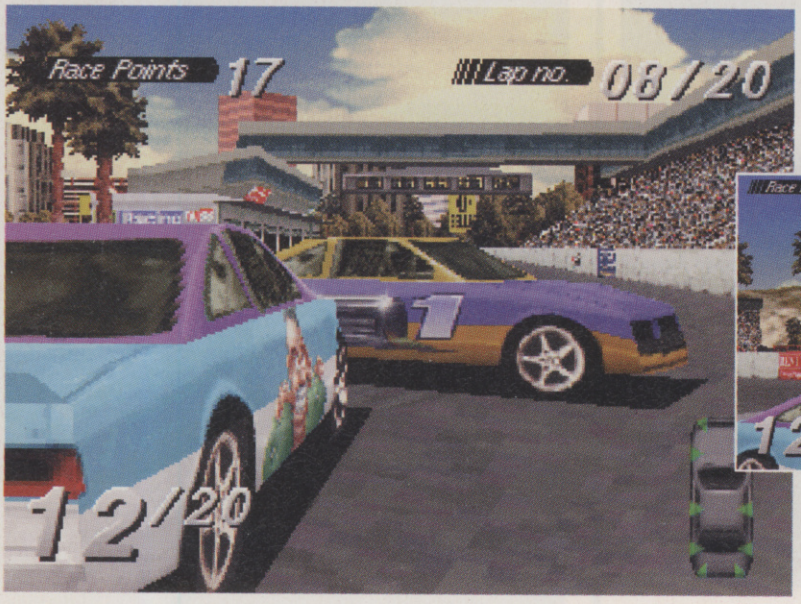
Well not really, but they are releasing five new PlayStation titles and all the shots bar G-Police are taken from the game itself – none of your FMV stuff here mate...

PlayStation

WIPEOUT

No, this is not the first PlayStation surfing game, it is in fact a futuristic racing game. Guide your F3600 racer across a series of different racing tracks set in various locations. Up to eight players can play at once by using the serial link. We think this looks pretty darn fine!

Now this may look like a rendered intro for the game, but Psygnosis assure us this is the game in PLAY!



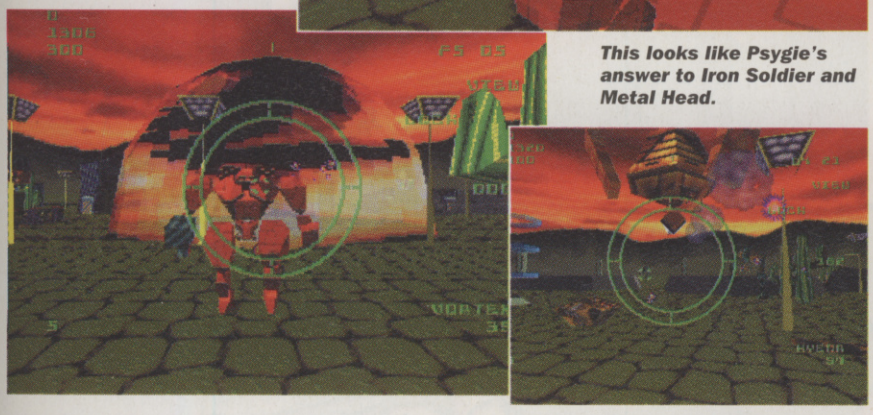
As you've no doubt seen from our opening shots on page 3, this not only looks quite beautiful but it's also an original idea for a car game to boot!

DEMOLISH 'EM DERBY

I know that this sounds like a soccer chant sung at the Baseball Ground, but in reality, it's one of the most graphically stunning titles to appear for a fair old while. One thing that this is not, is a race game. All you have to do is smash all the other drivers off the track. You get points for spins, bumps and out-and-out wrecks. This looks sooo hot that I get all moist just thinking about it. Preview as soon as I can – promise.

KRAZY IVAN

Krazy Ivan is a sort of arcade combat simulator, which lets the you control a 40 foot, 50 ton robot-type thing. Loads of weapons to pick-up, plenty of robots to kill and some superb graphics. Should be ace.



This looks like Psygie's answer to Iron Soldier and Metal Head.

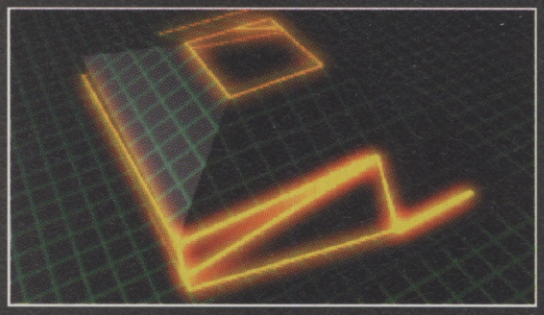
G-POLICE

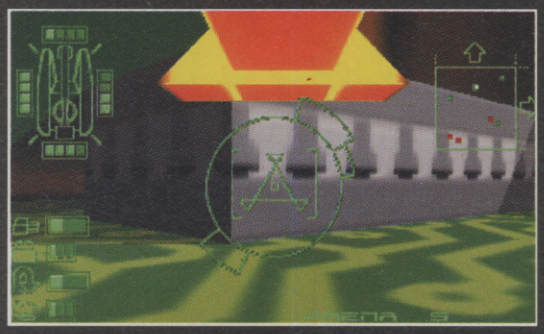
G-Police is a state-of-the-art 3D arcade simulation – the object of the game is to complete a full tour of duty as a G-Policeman. It seems your sister was in the force but mysteriously disappeared while on duty. You are determined to find out what happened. Psygnosis claim to have created 'a totally convincing 3D world'. If anything, it certainly sounds original

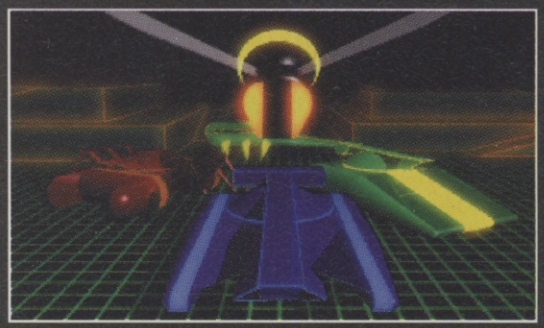
OK, this is the only game on show here which is actually FMV footage, but oh my god, by golly, these intro sequences are top quality. And if the other shots are anything to go by, this should be totally 'mazing.

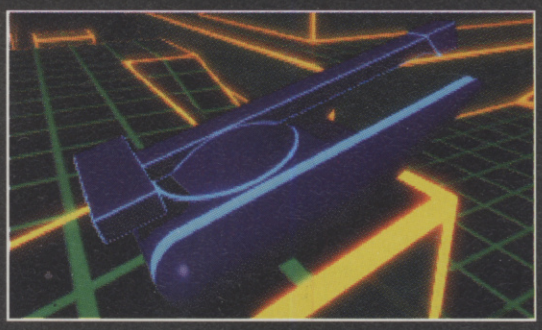
ASSAULT RIGS

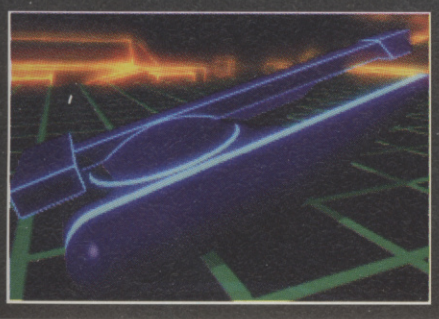
One word springs to mind here – Tron. Yes, it looks like someone has finally succumbed to temptation and has adapted the tank scene from that 1980 cult classic film. Take control of your assault rig and blaze around a virtual arena blasting the living crap out of anything that moves. Pick up power-ups that enhance your rig, then blast some more!

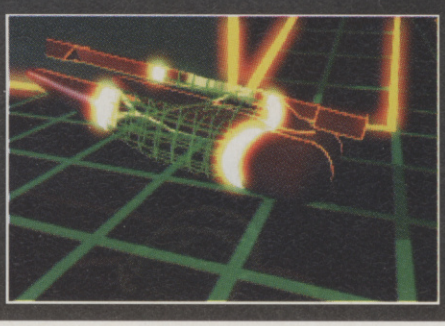






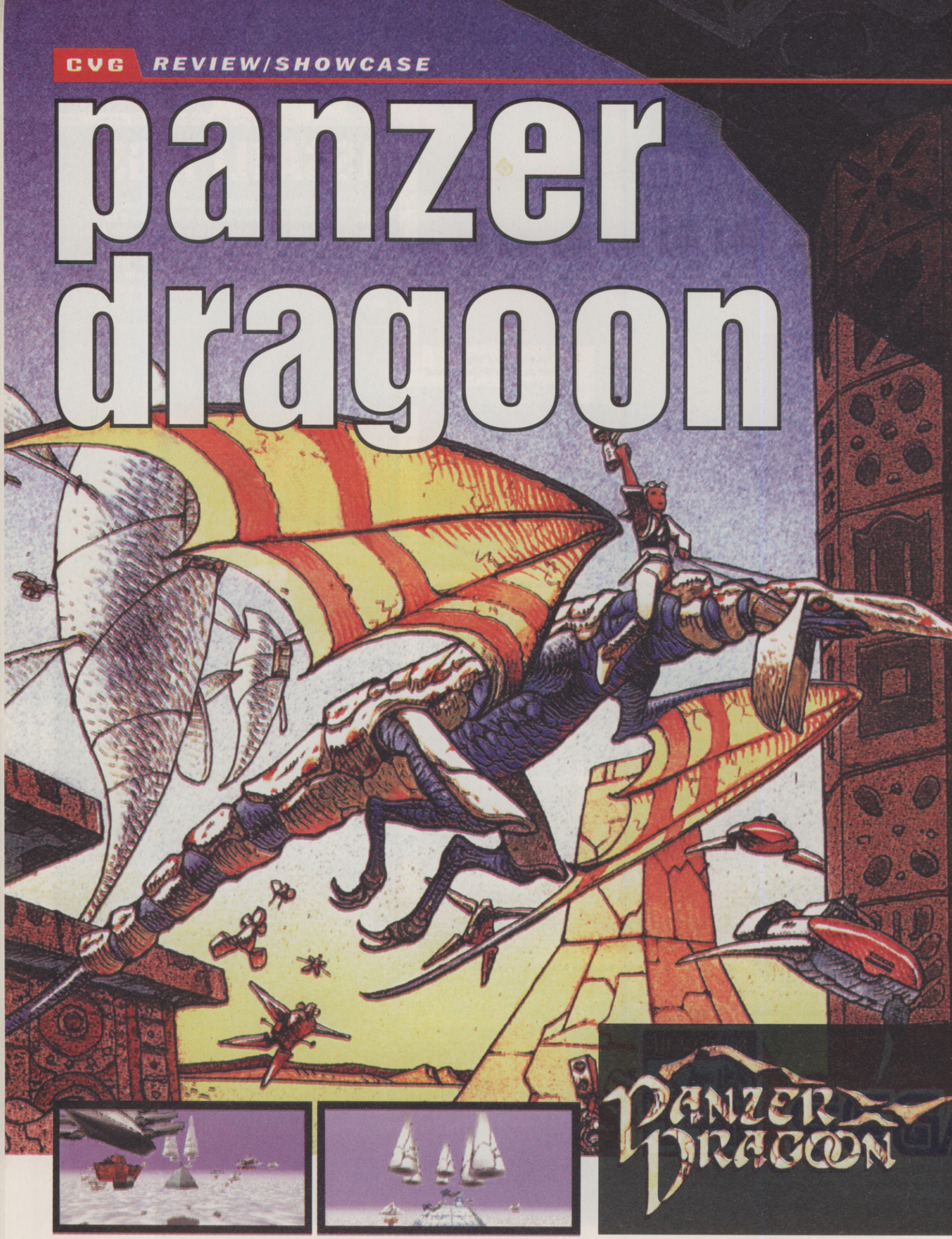






Finally a tank game that actually gets out of the muddy-field scenario and actually looks like a dream. Obviously there are going to be comparisons to Disney's Tron film, but that's no bad thing in our book. Roll on the full review, that's what we say.

panzer dragoon



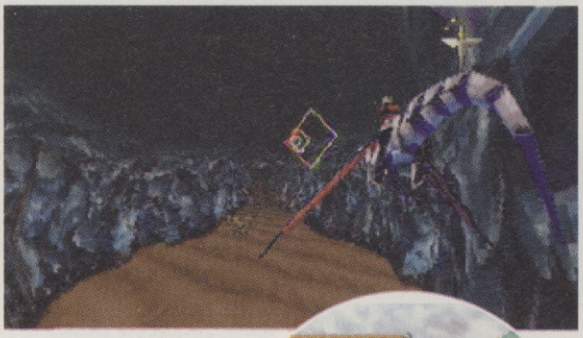
the new machines

SEGA SATURN

CVG HIT!

SATURN
On Import

Lawks! It's been a whole five months since Virtua Fighter, so has the Saturn finally got its second good game or what?



Lizards have a bit of a bad rap in fantasy novels. Is it their fault that they're born with a chronic birth defect that makes them grow to 50 tons, breathe fire and park their arses on several million carats of gold and gems? No, we think not. But then some steroid freak in a furry nappy comes along and jabs a lump of pointy metal in their goolies. It's no life really.

The tide is turning for wyrms though, this time one's a good guy – even if he does have a bloke in 70s Elton John boots sitting on his neck.

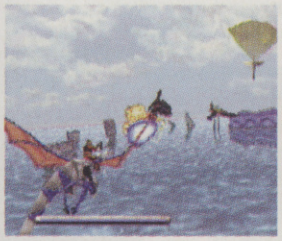
Panzer Dragoon's one of the game's which has been floating around in preview form for ages. News and information are fine at the time, but there's such a thing as overkill. 'Here's (another) latest pic from Panzer Dragoon – doesn't it look ace?'. Personally, after seeing so much on the game I really wasn't that bothered about when it was actually going to show up.

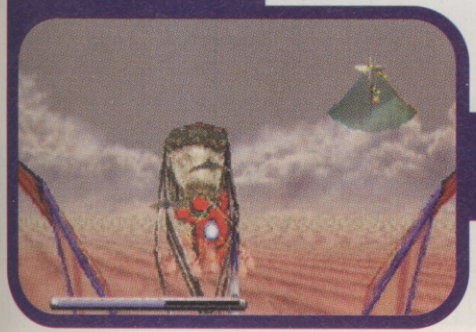
RAIDEN WIN?

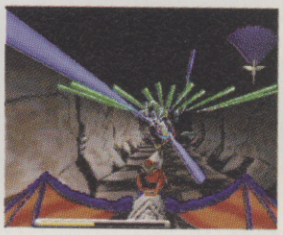
There are amazing contrasts between this, and the PlayStation's premier shoot-'em-up, Raiden. We always say that you don't need amazing graphics to produce a superlative game, Raiden proved that. Despite being a fairly staid-

THE BIG, BIG BOSS

One thing the graphic artists have managed to convey quite perfectly is a sense of scale. The creatures in the game seem to dwarf your puny human and his pet dragon, especially the massive Dune-style worms on level two.





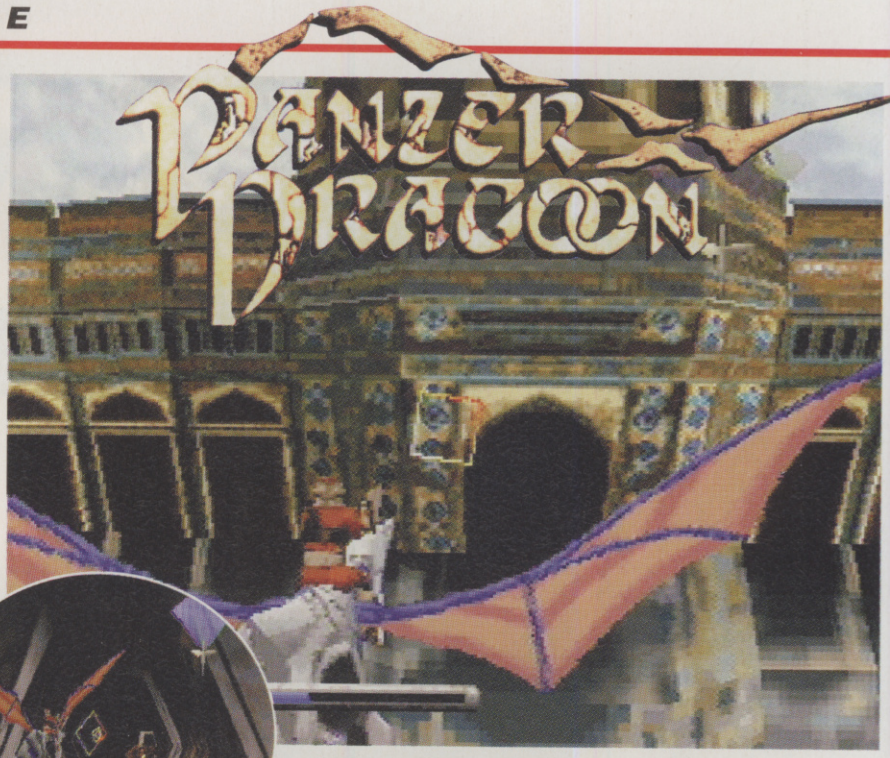


Continued from previous page

looking vertical scroller, it was a fantastic game. What happens, though, is people see it isn't 3D, doesn't establish any landmarks in the genre and they write it off. I suppose people do expect more when they pay a lot for a machine that promises to deliver a gameplay mini-revolution to their world-weary joypads. We, however, just want to play good games. Panzer Dragoon, though, unlike Raiden is an attempt to take shoot-'em-ups one step further with the visual depth of 3D graphics and the gameplay benefits that these offer.

DRAGOONER PALOMA BLANCA

After a few minutes playing it's obvious to see the devices the programmers have included to draw the game away from any possible accusations of being linear, and give it a decent free-area feel. It works, however all you have to do is sit down in front of a Pentium PC running Magic Carpet and compare the differences. Panzer Dragoon, on the whole, is graphically more impressive. Magic Carpet, however, gives you complete freedom in the gaming environment combined with loads of features and special attacks that give Sega's new title immense amounts of depth.

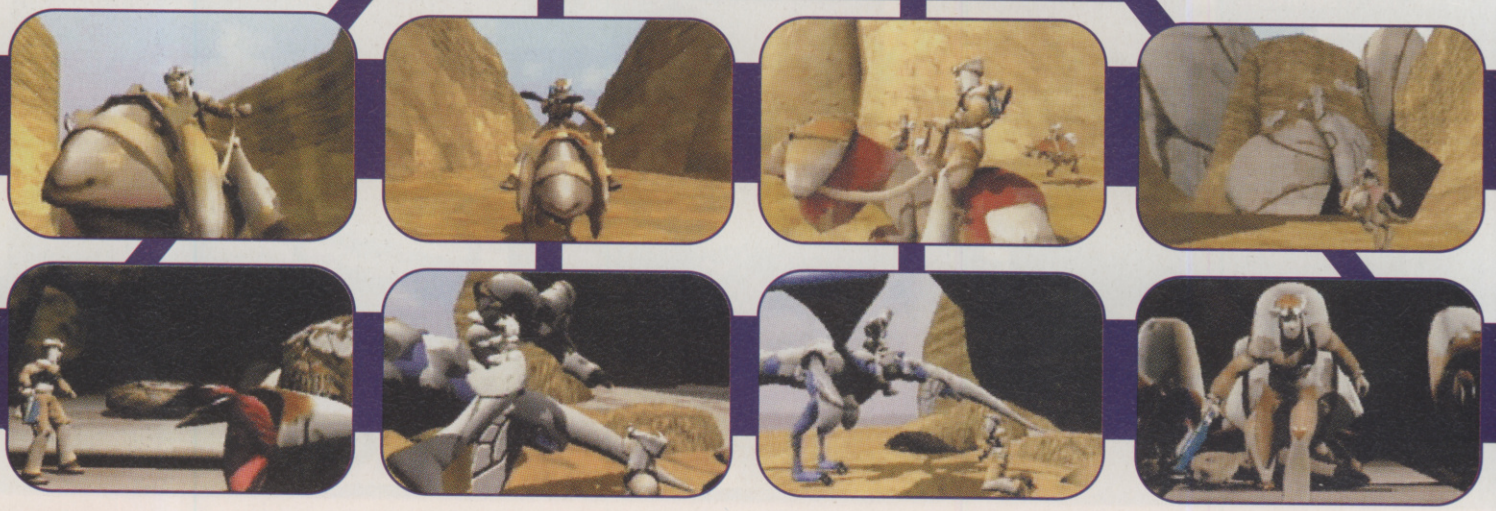


▲ *I'll have a chicken korma and a bhagee with a couple of popodoms to go please.*

PANZER DRAGOON'S GRAPHICS ARE SIMPLY SUPERB.

This is one of those few times where, after you've sat down in front of an FMV intro, the games visuals don't leave you thinking you've just spent a fortune on a five minute video. Some of the creature effects in the game are totally gobsmacking, which means you spend less time shooting and more time watching, usually getting totally trashed in the process.

▲ *The tunnel stages are particularly tough.*



The L and R buttons at the top of the pad rotate the viewpoint around your dragon driver – which is just as well because half the time he's being attacked from behind.

The smaller viewpoint comes in handy when you're up against something particularly big and nasty. It lets you see just what's going on, but it makes bloody hard to target your weapon.

▲ Erm, hello? Where's everyone gone?

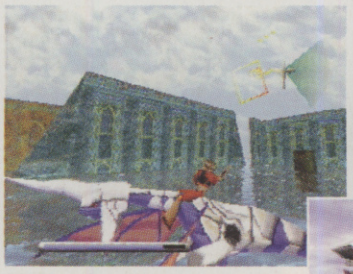
AROUND AND ABOUT

One feature which gives Panzer Dragoon far more depth than standard 3D shoot-'em-ups is the way the action literally hits you from all angles. This is where the different view points come in. One minute you're blasting away at the assorted weirdness the programmers decided to have coming straight at you, the next you're desperately try to flip around to blast lumps out of an armada advancing from behind.

It's normally easy to predict where a nasty is heading, which makes tracking them easier. Although things become confusing if you let the screen get too busy.

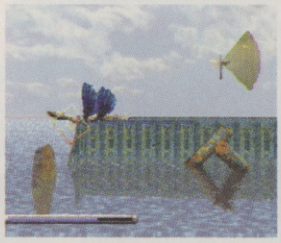
The mid-point view is more useful than the tiny one, you get to see plenty of your dragon which, on the face of it, is a pretty useless thing, although it does look rather good.

On the whole, it's best not to try and flick through the different view points and stick just to the rotation. If you're constantly changing views things become extremely confusing.



◀ The water effects are simply superb. Although they're not as nice as in Magic Carpet – where even the enemies are reflected.

Oh wow, airships with little breadbaskets. How original. How silly. ▶



▲ The side view is useful when you're facing a boss, but it's best avoided for small things.

▲ That thing in the top-right is a radar which pinpoints all the enemies.

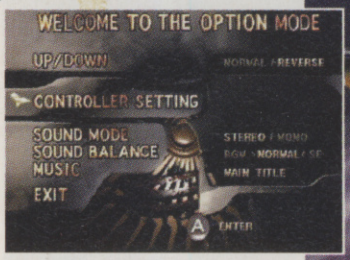
▲ This is one of the fastest stages of the game. It's dead easy to crash.

Panzer Dragoon is also loaded with special graphic effects.

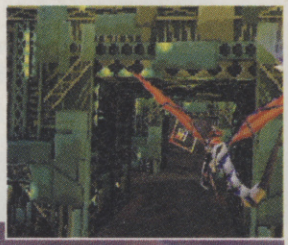
▲ When the going gets tough the tough get down to Hertz rent-a-Dragoon.

PLAYING WITH YOUR WYRM

The bosses are particularly massive, and utterly hard. When you encounter one their energy bar appears on the top of the screen. Funnily enough, it's always much larger than yours.

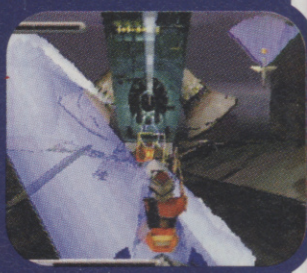


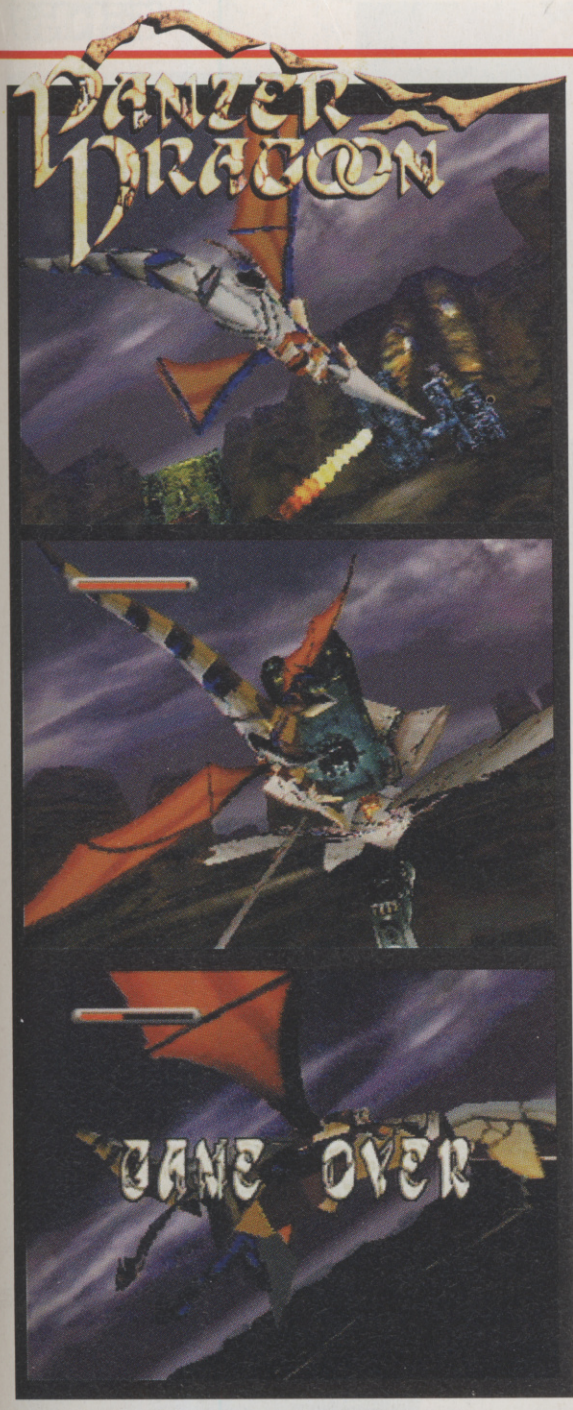
▲ The transition between game and cut-scene graphics is dead smooth.



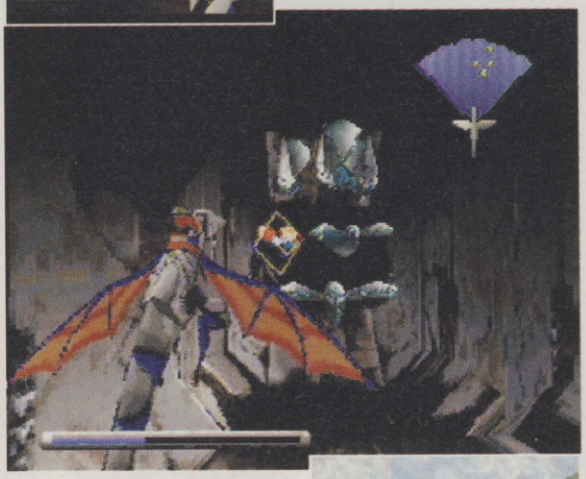
Hmm, looks a might like Aliens to me. Now that would be cool.

As well as the rapid fire, your Dragoon geezer also has an Afterburner-style lock on weapon.



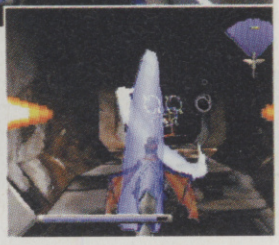


The energy bar shows how beat-up your dragon is and how long before he dies. ▼



▲ Fly, fly like a 20 ton dragon. Oh, you are anyway.

▼ When it comes to it, you need to be bloody fast on the fire-button.



▲ The lock-on weapon is devastating.

Aieee! The temple's collapsing, sacrifice more goats and wave little incense things around.

SECOND OPINION

The one thing about Panzer Dragoon that hits you straight away is not that they've spelt 'dragon' wrong but that this game has got such style; the graphic artists have let their imaginations run wild. OK gameplay-wise it is a glorified Space Harrier cum Afterburner, but there's enough variety in the levels to keep you hooked for the sum of the game's seven parts. I'd say it was the second notch on the Saturn's belt, defo.

GARY LORD

ALTERNATIVE

PC CD-ROM

- **Magic Carpet**
- **Bullfrog/£44.99**

While Panzer Dragoon is visually more impressive, the completely free gameplay and varied action of Magic Carpet gives it a major edge over the Saturn shooter.

- **ISSUE 157: 96%**

VERDICT

SATURN

Run this game on a big telly, with surround sound, and you'll be blown away. The texture mapped graphics never break up and don't go all blocking when you get too close to an object. The gameplay, which everyone suspected was going to be non-existent, is spot on. There are, however, two weak points: the background music is bad on a couple of levels and there are only seven stages. We'd completed it in about a day. Still, if you're a Saturn owner this is one for your collection.

MARK PATTERSON

GRAPHICS	95
SOUND	90
PLAYABILITY	93
VALUE	78

OVERALL

90

CVG HIT!

the new machines

SEGA SATURN

■ SATURN
■ T&E SOFT

pebble beach golf links

Considering they infest almost every format, it's a surprise that it's taken this long for the Saturn to get its first. At least it's good, and it's got a fat bloke in it.

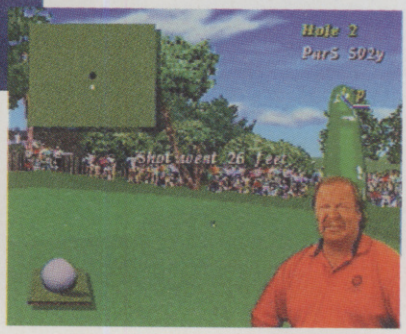
You just know that 20 years down the line when we're all sat in front of our Sega Phoebus total-immersion systems, that one of the first games we'll be playing will probably be hosted by an ageing Nick Faldo. There's no escaping from golf games, and the eerie thing is – they're almost all the same...

Fronting the game is the PGA's resident big-lad Craig Stadler – the man with a waistline bigger than his course score. He's on hand to strut his FMV stuff across your screen, dishing out advice and playing a few holes remarkably better than you. His voice has also been dubbed, badly, into Japanese to add further to the comedy effect – and the chimp faces he pulls when he misses a sitter are priceless.

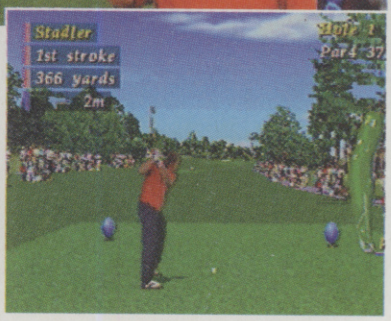
The only real difference between this and any other golf game is the inclusion of lots of FMV and a ball's-eye view when you take a shot. For this the display changes into a jerky polygon scene which completely fails to show the Saturn's ability, and makes you thankful there's an option to switch it off. Apart from that, and the digitised golfers, all the usual features are there, and the control system has cropped-up dozens of times before. Still, Saturn owners aren't what you'd call spoilt for choice at the moment, so if you want a golf game, give you one guess which one you should aim for.

◀ *This is Craig. Craig is shy. Say 'hello' Craig.*

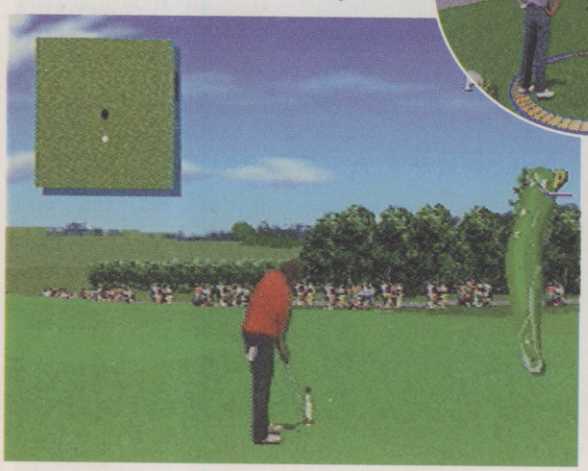
Oh dear, Craig's missed a dead easy shot. Judging by his face he probably added to his pants-contents at the time. ▼



▲ *The Japanese dubbing is bad.*



▲ *Aren't golfers the most style-deficient people in the world? Surely they can't dress like that when they toddle-off down to Sainsbury's on a Saturday.*

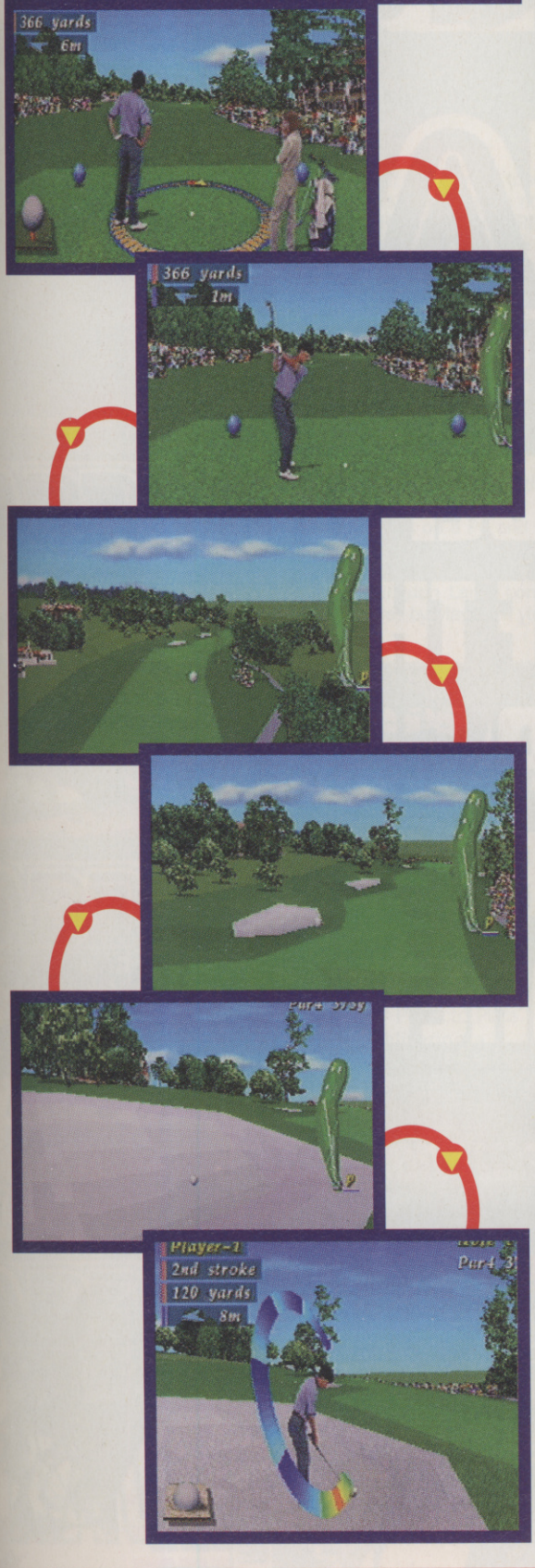


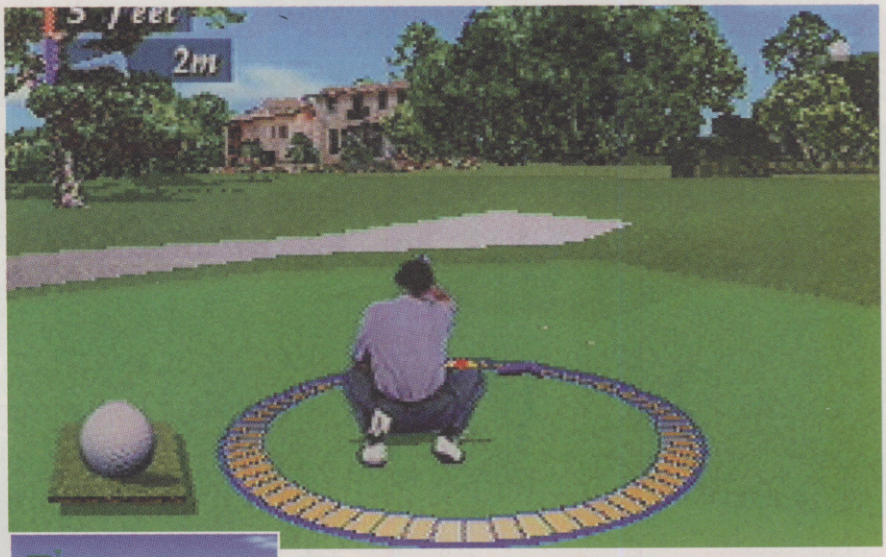
◀ *This is more like it. A quiet game of pitch and putt. Winner gets a teddy and the loser has to get the drinks in.*

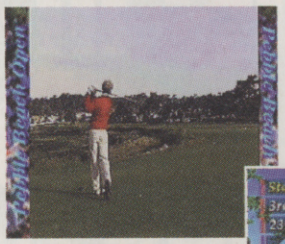
Unhappy with the condition of the green, Stadler decides it's time to add some of his special fertiliser. ▶

SYSTEM SHOT

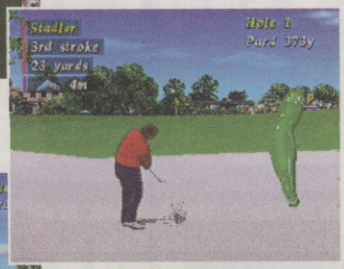
Teeing off in Pebble Beach is much the same as it is in any golf game. Line your shot up, select your club, hassle the caddy for a laff, then operate the whirly power gauge thing to unleash a real belter, or tap the ball a few pathetic inches if you've spooned the whole thing up.







▼ *Wehayy! I think we should approach this hole from the back.*



Ah, you are a female of the species. Please demonstrate to me this human thing they call Love. ▼

SECOND OPINION

Pebbles Beach doesn't quite make CVG Hit! status but it's certainly a competent first attempt for the Saturn. There's loads of tidy little options: the ball cam which enables you to follow the path of your shot; up to four players can be accommodated; games can be saved and there's a whole host of tedious stats screens. The digitised players really complement the game and the graphics are quite suberb. But it's only golf.

GARY LORD

VERDICT

SATURN

Although I don't dislike them, golf games aren't my thing. That doesn't mean I can't tell a good game from my backside, and I just know that this is a good one. It's got balls, so to speak, clubs and Craig Stadler who, amongst other things, has an appalling moustache. But I enjoyed it, even if it did become repetitive the multiplayer mode – the always-saviour of games – makes up for this though. In short, if you've upgraded from a Mega Drive, you're better off sticking to PGA on that. If you don't have it, get this.

MARK PATTERSON

GRAPHICS	83
SOUND	73
PLAYABILITY	88
VALUE	86

OVERALL

87

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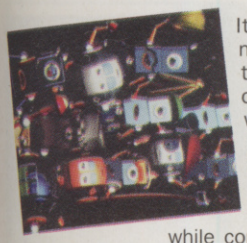
Reboot compo

Win the most 'mazing-looking cartoon series there is on tele at the mo...

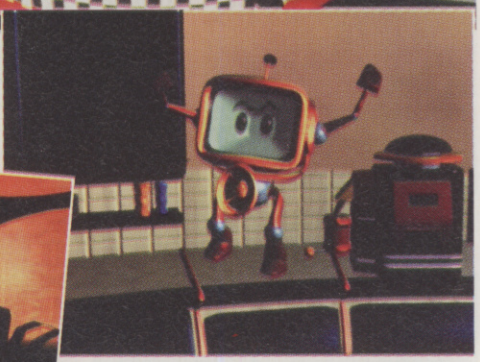


It's Wednesday at the CVG offices and we're happy (ish), Rad is swearing away at Hagane while compiling his review, while Gary and Mark have settled in front of the office TV, which is tuned to ITV (Carlton in our case) as it's 4.15pm, and they are hooked on Reboot! For those not home in time this is the totally 'mendous, computer-generated, 3D animation series set in the cyber-style, high-tech metropolis called Mainframe, where hero Bob fights the power hungry computer virus Megabyte (OK, crap name, but what the hell).

If you haven't tuned in to this new series then worry ye not because we've 10 Reboot videos (RRP £9.99 each), featuring 'Racing the Clock' and 'The Tearing' to give away; yes free, for nothing, gratis, etc. You get the picture. Or you will if you answer this simpleton question based on another classic afternoon cartoon:

When they split up to look for the ghost-stroke-monster who always got teamed up with Scooby?
a) Shaggy
b) Fred, Daphne and the ugly bird
c) Top Cat
Answers on a PC and please send it to CVG, Reboot, sounds rather like a brand of sports shoe, compo, 30-32 Farringdon Lane, London EC1R 3AU. Entries by May 15 if you please.

The best and coolest looking 3D rendered animation could be yours.



No-one who works for Emap Images, Polygram Video can enter. No cash alternative will be offered and the editor's decision is final.

WORK IN PROGRESS

■ SNES

■ £Unconfirmed ■ Racing ■ Time Warner Interactive

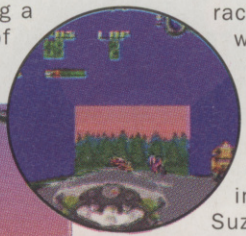
■ Programmed by Domark ■ Initiated January 1994 ■ 90% complete ■ No other versions planned ■ Game Gear and Mega Drive versions available ■ Estimated release June 1995

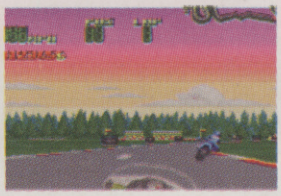
Racing after EA's MD Road Rash comes a high performance SNES cart...

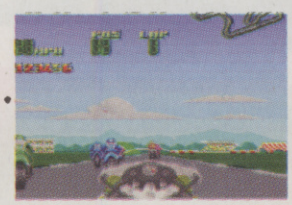
▲ Two player play with no slow down? We hope so.

Now the closest most of us get to riding a Japanese superbike in our formative years is working for Perfecto Pizza et al and delivering a whole batch of Margheritas with extra pepperoni on the twankiest little pop-pop motor scooter you ever did see. Not exactly 'throbbing power between your legs', which is what Time Warner claims will be the case with its new Kawasaki bike racer.

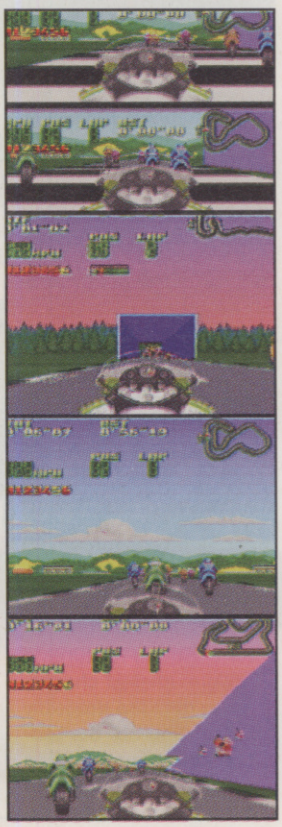
All the requisite racing options were available on our early version: 15 world famous circuits, including the Suzuka eight-hour endurance race including night riding and rider changeovers. There are also various weather conditions depending on where exactly it is you're racing. And of course there's a split screen two player, but Time Warner is also planning FMV CD-like out takes when you go KO over a fellow competitor or course-side obstacle. We'll be donning our Team Green Kawasaki racing leathers in a couple of issue's time.







▲ The map's at the top in case you lose your way.



KAWASAKI SUPERBIKES

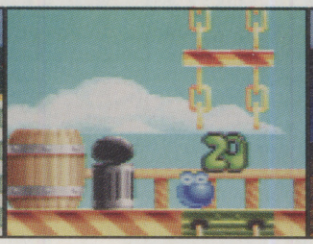
● GAME BY DOMARK ● CONTACT TIME WARNER (01604 602800) FOR INFORMATION

WORK IN PROGRESS

■ SNES

■ £Unconfirmed
■ Platform
■ Ocean

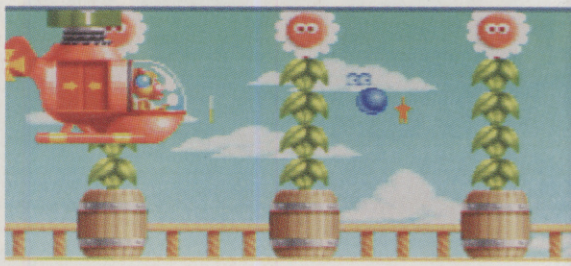
■ Programmed by System 3 ■ Initiated August '94 ■ 95% complete ■ Mega Drive version imminent ■ Other versions available ■ Estimated release May



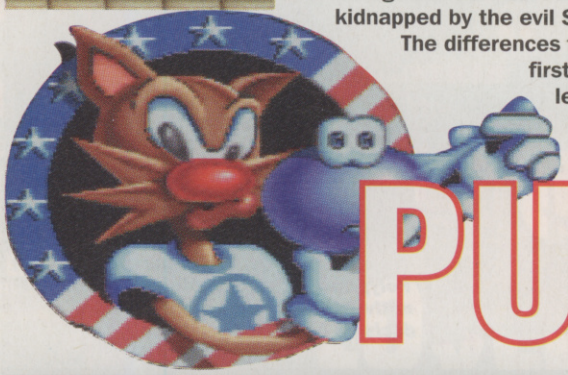
Putty Squad's forbear, Silly Putty, or Super Putty as it was known, had two very memorable elements. It was playable and original. Now the sequel may not original – but it carrys on the great tradition of Play-Doh related tomfoolery. Basically, it's the same kind of affair, with your totally malleable body blobbing about the screen and rescuing other putties kidnapped by the evil Scatterflash The Wizard.

The differences from the original boasts are, firstly, a larger playing area per level, a bigger cast of obscure cartoon-like bad geezers, and a wider range of things

▲ *Putty looks like something found in your bath's plug hole.*

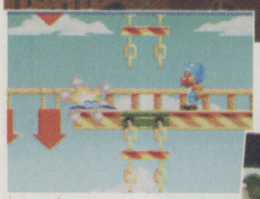


▲ *There could be a really juvenile 'chopper' gag here, but there isn't.*



PUTTY SQUAD

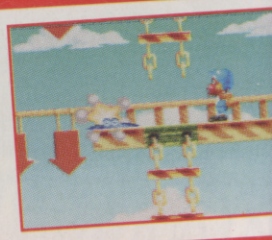
for our small, squishy friend to morph into. And there's the magic word, the catchphrase for a generation. Say 'morph' in a pub and people will go 'That's that special effect thing in Terminator 2, blah, blah, innit!' and then they'll probably hit you around the face with the nearest broken bottle. Because the thing is, it's the morphing element that makes the Putty games – well, that and the deranged minds of games programmers – and what it makes this particular effort will be revealed in our review next issue.



Up, up and away in your Putty balloons.

IT'S THE ODD SQUAD

Putty Squad features a weird cast of characters, that are probably the result of the programmers eating the mold off the top of three week-old cheese.



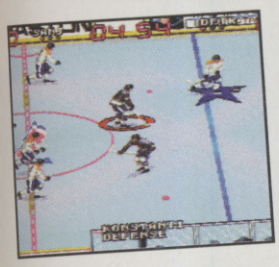
● GAME BY SYSTEM 3 ● CONTACT OCEAN (0161-832 6633) FOR INFORMATION

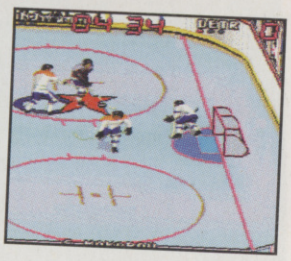
WORK IN PROGRESS

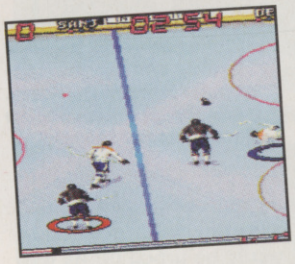
MEGA DRIVE

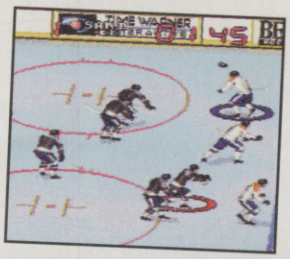
■ £Unconfirmed
■ Sports ■ Time Warner Interactive

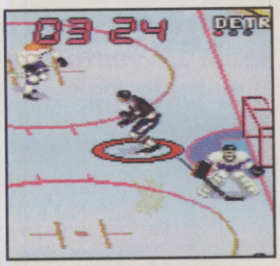
■ Programmed by Time Warner ■ Initiated Summer '94 ■ 90% complete ■ Jag CD, SNES CD-ROM and Arcade versions planned ■ No other versions available ■ Release May/June

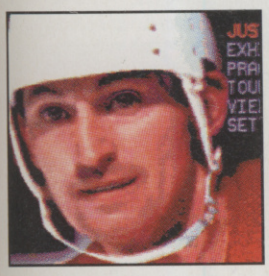






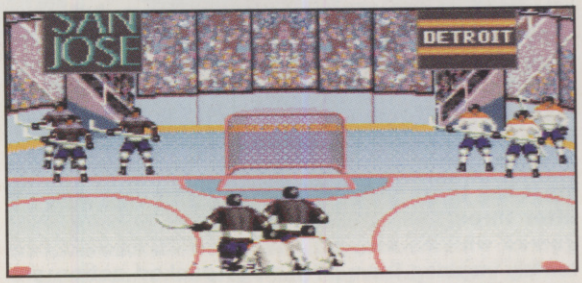






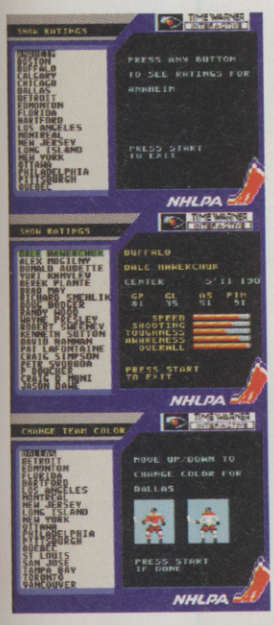
This is Wayne Gretzky... Hard, isnt he?

Yet another title attempts to break EA's stranglehold on the ice hockey genre. Not an easy prospect. Still, the important question is – just who the hell is Wayne Gretzky? Well, he is a rather good ice hockey player who plays centre for the LA Kings and Canada. And Time Warner have snapped up his endorsement for their latest title. Not wishing to imitate EA's NHL series, the programmers have turned the game on its side, made the graphics 20% bigger and included digitised speech and full motion video. There are 32 different teams to choose from, including



"And welcome to a very cold ice rink, where we will see lots of padded blokes hit seven bells out of each other."

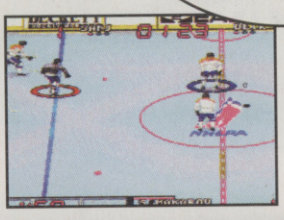
WAYNE GRETZKY'S NHPLA ALL STARS

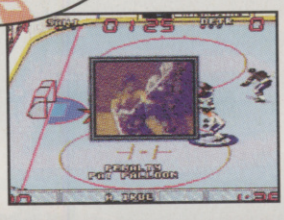


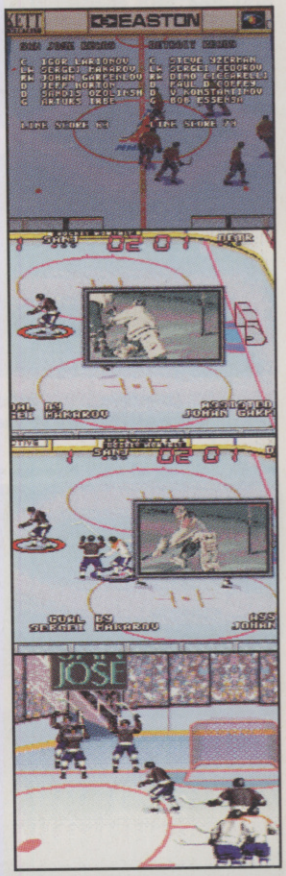
international teams such as Canada, USA and Russia. Also, the game features all the real players from the NHL with all their accompanying attributes such as speed, endurace etc.

There are squillions of options, ranging from practicing face offs to changing team names and kit colours. Different strategies can be selected and there's the welcome return of the ice hockey fight! Commit a foul and you'll receive an FMV replay of the infringement while the stadium announcer lets you know how long you've got in the sin bin.

This is the Face Off, where two grown men fight over a little piece of rubber.

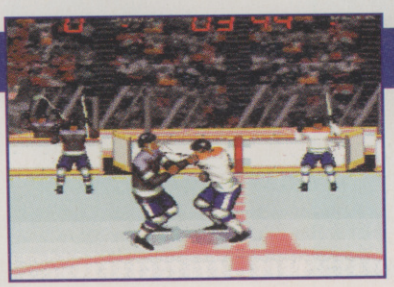






SMACK 'IM!

After EA pulled the fight scenes from their NHL titles, Time Warner have stuck one in, literally! Punch your opponent, knee him in the balls or indeed kick him when he's down.



● GAME BY TIME WARNER INTERACTIVE ● CONTACT TIME WARNER (01604 602800) FOR INFORMATION

WORK IN PROGRESS

■ AMIGA A1200/A4000

■ £Unconfirmed
■ Shoot-'em-up
■ Team 17

■ Programmed by Andy Clitheroe ■ Initiated June '94 ■ 90% complete ■ CD32 version planned ■ No other versions available ■ Estimated release May

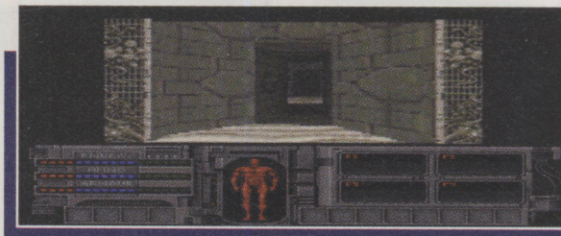
ALIEN BREED 3D

They said it could never be done, but Team 17 venture into the labyrinth as they have a go at their very own version of Doom...

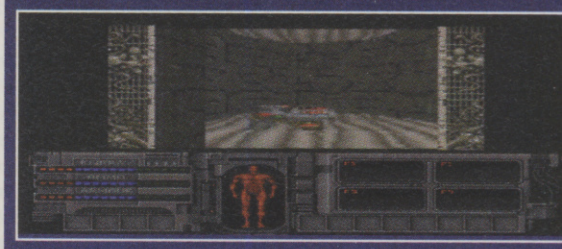
What could be better than running through room after alien-infested room, armed with an unfeasibly huge laser rifle, blowing chunks out of any of the muthas unfortunate enough to cross your path? Pretty much nothing it has to be said, but after three Alien Breed games which were not terribly inspiring Team 17 have broken the mould of their top-down blaster classics and turned the formula on its head.

So what Alien Breed 3D will be delivering is the same suspense-packed gameplay that's oozed through the first three games in the Breed series. Complete with the realism that comes from using the first-person perspective featured in PC blast-'em-up classics like Doom. That's right, Team 17 have found another of the growing team of coding gurus capable of rubbishing the rule that Doom clones can't be produced on the Amiga. On a 4000/40 it's hard to believe you're not playing Doom, but even on an unexpanded A1200 the effect is incredible considering the cartloads of data the machine has to shovel around. This could be a great excuse to splash out on an accelerator or extra RAM.

Over 20 levels of carnage-packed action are planned, along with eight different breeds of alien to waste. And of course a Doom-style game just wouldn't seem right without an enemy-annihilating arsenal that old Arnie would be proud of. As well as the more regular weapons expect delights like an acid gun, explosive crossbow and the aptly named big gun which is capable of destroying rooms, never mind whatever nasties they contain! Alien Breed 3D is definitely one to watch out for and could well turn out to be one of the Amiga games of the year. Full review next month.



Team 17 have faithfully recreated the Gouraud shading and texture mapping featured in PC Doom. Can the game can match Doom's speed though? ▶



There'll be the usual selection of mammoth weapons to be found, begging to take big chunks out of anything unfortunate enough to get in the way. ▼

▲ *Barbecue the alien scum with a tasty bit of red-hot laser fire.*

▲ *Total an entire area with a huge blast from the not-very-cryptically titled 'Big Gun'.*

▲ *There won't just be aliens to contend with, look out for equally mean gits like these robots.*

You can bet your bottom shilling that this pumpkin head from hell is not pleased to see ya. ▶

● GAME BY TEAM 17 ● CONTACT TEAM 17 (01924 291867) FOR INFORMATION

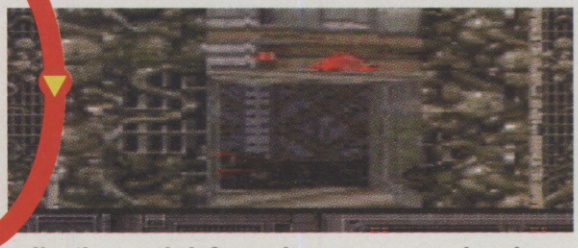
▲ Yes it does look like Doom, and hopefully it'll play as well as it too.

◀ Two players will be able to blast the plops out of each other via a serial link and we give out much respect to Team 17 as only one copy of the game will be needed for a link up.

▲ That looks like a hefty piece of equipment if ever I saw one.

◀ This is what you call in-yer-face graphics.

▼ Like Doom levels aren't flat, they feature stairs and elevators leading to higher or lower sections. Keep an eye out for secret rooms too.



▲ Use the crosshair for maximum accuracy and maximum carnage on any critter dumb enough to fill the sights.

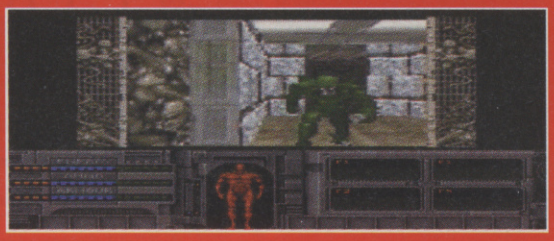
It's possible to shrink the screen size to get the game running faster on an unexpanded A1200, but even on full screen mode Alien Breed 3D puts in a very credible performance. ▶

▼ Programmer Andy Clitheroe was discovered when he was found chatting on the Internet about the possibility of producing a Doom-style game on the Amiga by Team 17 boss Martyn Brown.

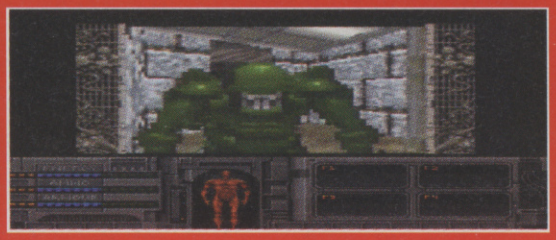
▲ Unlike the pretty poor Deathmask, Alien Breed 3D will feature full 360-degree scrolling and some parallax in the backgrounds.

TOTAL CARNAGE!

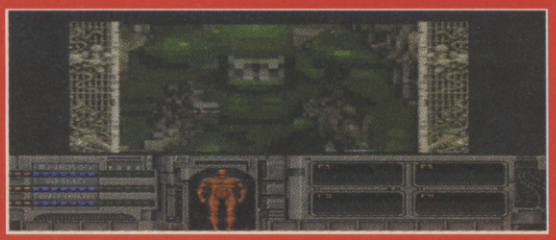
The first three Alien Breed games were packed full of atmosphere, but it's nothing compared to the full-on in-your-face terror you can expect in Alien Breed 3D. Look...



1. Jesus, Mary and Joseph: this bugger's moving fast and in my direction...



2. This is getting serious...



3. No worries I've got plenty of guns...

4. But sadly no ammo left. Oh dear crunch, maim, scream, blood, etc...

WORK IN PROGRESS

MEGA RIVE

■ £Unconfirmed
■ Beat-'em-up
■ Sega

■ Programmed by Sega Japan ■ Initiated August 1994 ■ 90% complete ■ No other versions planned ■ Other versions available ■ Estimated release June

ALIEN SOLDIER

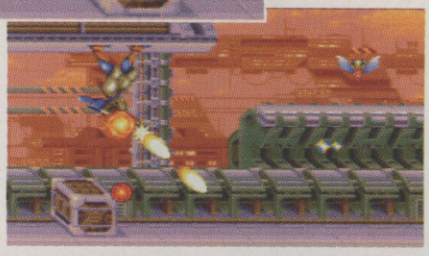
We've got Hagane on SNES this month, and next comes Alien Soldier on Mega Drive, another throw-back to the days when games were fun.

The biggest problem for us journos when we're writing about games like this is trying to not contradict ourselves. We're all famous for harping on about 'pushing back the boundaries of computer gaming', but we love a good old-fashioned blast as much as the next slightly tipsy journo. And this is going to be one of them.

You might, but probably don't, remember the news story we ran on this last month where we said we were looking forward to having a good old bash on Alien Soldier. Well we have done now, and are looking forward to it more than ever now.

If you really want to be harsh you could say that this is just another side-ways scrolling shoot-'em-up. But that would be like saying Killer Instinct is just another beat-'em-up. Like Instinct, Alien Soldier is packed with every action game cliché imaginable, which are then expanded upon to ridiculous levels to create a game so grossly over the top it's truly fantastic.

The way to a Mega Drive's heart is hefty sprites y'know.



There's a lot to be said for sideways scrolling blastathons. Or then again maybe there isn't.

ONWARD ALIEN SOLDIERS

By Mega Drive standards Alien Soldier's graphics are superb – you could almost be playing this on a SNES. However, it's the novel power-up system that will help make the gameplay a real winner. Once you've got a few in the bag, hit a button and they all appear around your little xeno-warrior so you can see and select exactly what you want without faffing around.

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WORK IN PROGRESS

MEGA DRIVE

£Unconfirmed
Platform
Sega

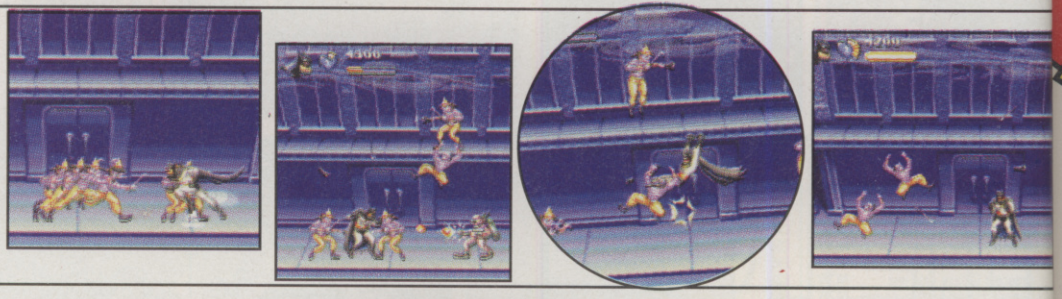
Programmed by Sega ■ Initiated August 1994 ■ 80% complete ■ No other versions planned ■ No other versions available ■ Estimated release June

batman

Saddle up those green tights, true believers, and join us for a day in the life of the Batman

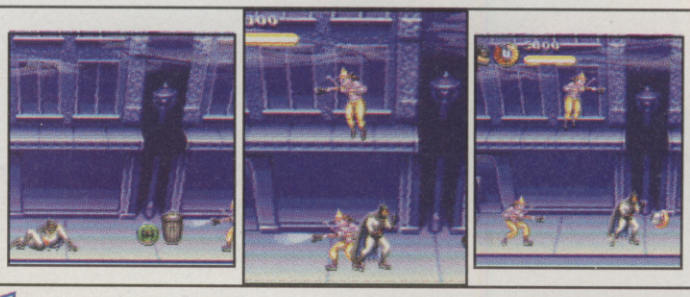
WHAT BATMAN CAN DO

It looks like an ordinary day in Gotham City, but Batman's uncanny bat-senses warn him of trouble. Perhaps, unsurprisingly, the moment he steps out on to the streets he is beset by maniacal jesters wielding wrenches and deadly bubble guns. Holy laugh-a-minute – this can only be the work of the Joker!



Luckily for Bats the citizens of Gotham are sloppy with what they chuck out, and as such the bins are full of power-ups including... BAF! Colour-changing Bat-icons which endow the radar-meister with one of four different bat projectiles!

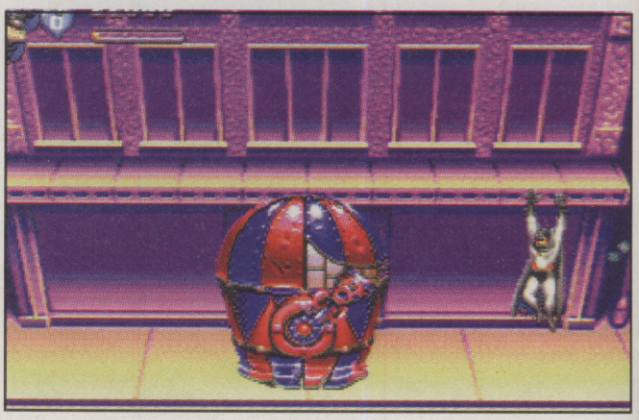
POW! Sparkly grey balls which power up Batman's said projectile, allowing him to fire two or three of them at once!



AND KA-BLOOEY! Death skulls which act as smart bombs, immediately annihilating any enemies or enemy shots on-screen (although where the citzens of Gotham get these is anybody's guess).

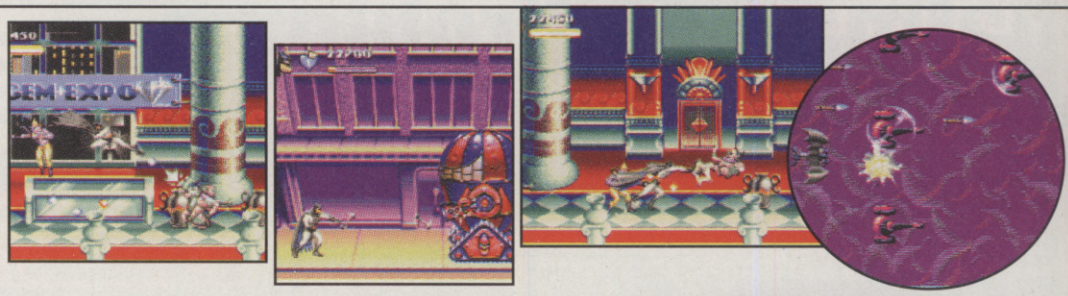
KA-BLOOEY!

It's a showdown with the first boss – the Joker himself who is inside an evil robot joke-walking machine! Batman has to take out the legs first, followed by the main gun section. Once this is gone Joker pops up and starts lobbing grenades at our cowled crusader. Clever and deft use of the higher platform is essential if our hero is to win the day.



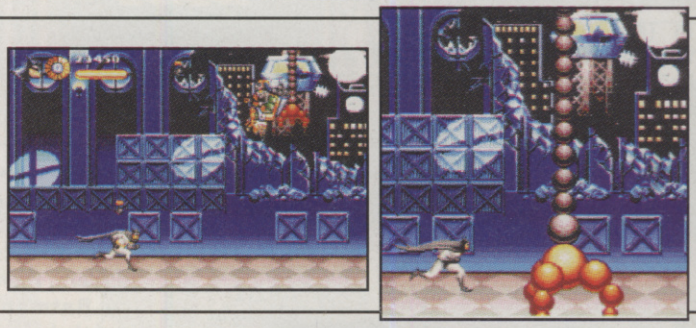
AND THEN SUDDENLY...

Now the real plot reveals itself – the attack in the street was merely an elaborate cover-up for a gem heist! Batman rushes to the scene, only to be confronted by gangs of dynamite-wielding hardmen and evil exploding homing heli-drones! Luckily, the jewel cases and other peripherals provide an ideal combat environment.

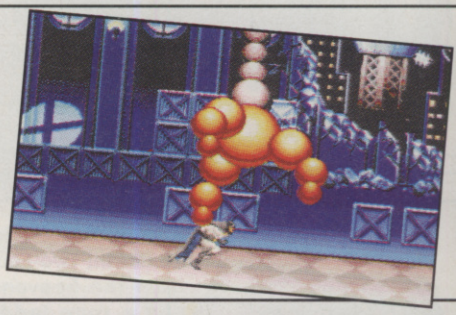


BAM

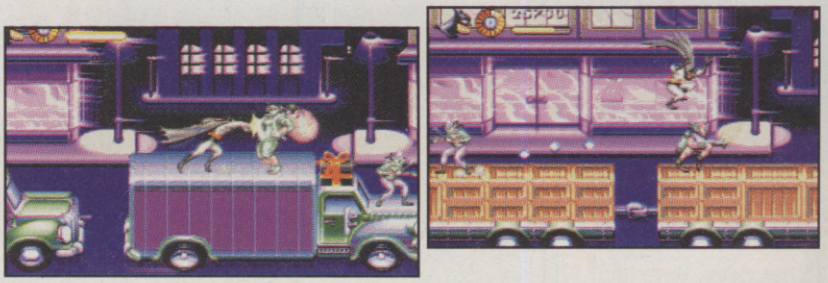
Holy misappropriation of construction equipment! Hijacking a crane, Joker tries to crush the Bat like... a gnat! Sprite scaling is used to evil effect as the grabbing claw of Joker's mechanoid swings in and out of the screen with deadly menace! But Joker has reckoned without Batman's secret weapon...



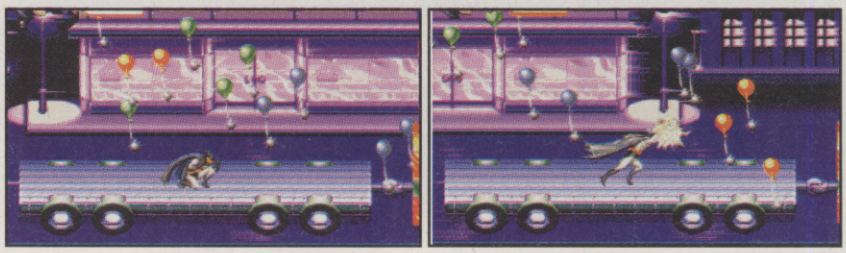
Batman's weapon energy bar charges up within about a second, so the swinging rhythm of the pendulous claw gives it plenty of time to reach full power before Batman can fire. The shots fired by a fully powered weapon are usually capable of cleaving a path straight through every enemy on-screen – but it takes a thousand times this power to topple the crazed Joker!



As the Joker makes his escape Batman leaps aboard the last truck in the convoy of evil. If Gotham City is to sleep soundly, millionaire playboy Bruce Wayne has to reach the Joker, right at the front of the wagon train. Using the acrobatic skills which come from a lifetime of dedicated training the Dark Knight leaps from vehicle-to-vehicle, fighting the henchmen he encounters along the way...



Heck and darn it! A plague of floating bomb balloons! Only rapid and accurate use of Bat-shuriken attacks can save the day! Can Batman play his trump card? Or will the Joker have the last laugh? Tune in next page, same bat-mag, same bat-review!

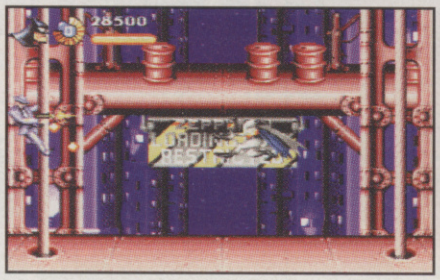


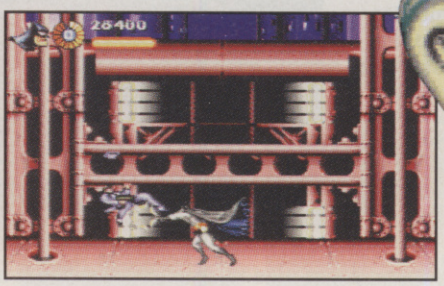
and robin

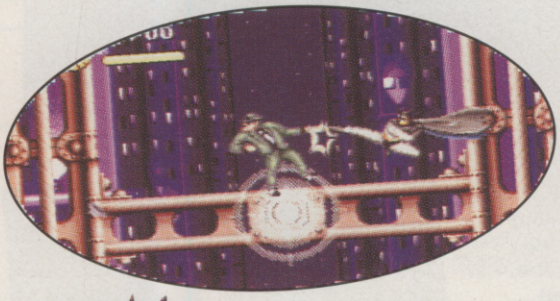
batman and robin

BACK IN GOTHAM CITY

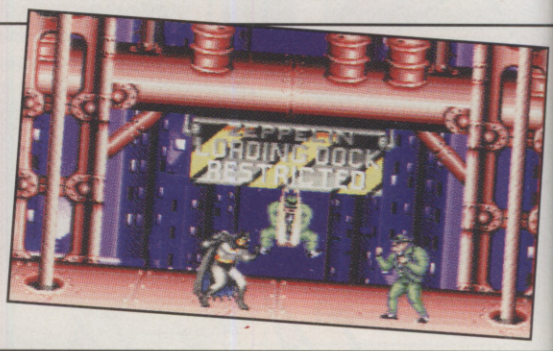
Evil old Two-Face has escaped from the asylum and assembled his gang for another crack at the destruction of his hated Gotham! Batman corners his long-time adversary in (another) building site, but little does he know what Two-Face has in store...



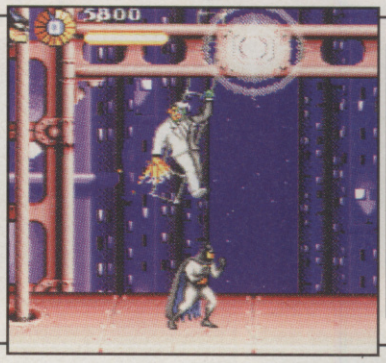


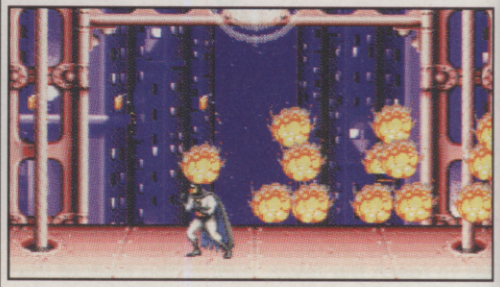


The very framework of the new skyscraper is alive with zoot-suited mobsters, scaling the girders, then dropping down on to Batman's head! If he's quick he can take them out with a flying kick before they release their grip on the railings. Otherwise he has to take his chances dukes-up on the lift floor.

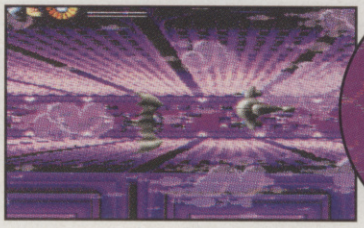


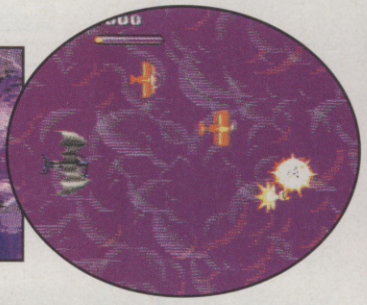
Holy whirling blades of gelignite death! Two-Face descends from the heavens, standing on a rope ladder lowered from his personal helicopter, and commences to throw bundles of TNT at our hero! Only stupendous bat-agility (and deft use of flying kicks for extra altitude) can save him now!





To the skies, Bat-chap! Stopping only to strap on his patent Bat-backpack-glider, Batty boy swoops into pursuit of the acid-scarred crimelord – but little does he know what a trap he's stumbling into! Soon, swarms of evil missile-firing helicopters surround the lone hero. Fortunately, by destroying a wave of drone bi-planes Batman can get his mitts on essential power-ups!

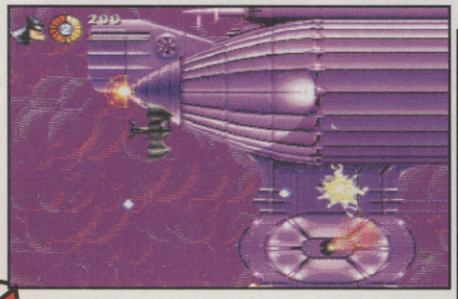


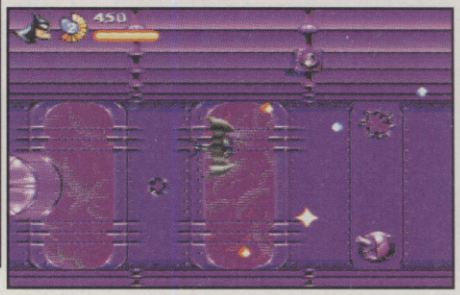


MEANWHILE IN OUTERSPACE

As the city falls from view and Batman heads out over the cloudy sea the helicopters disappear. This new-found calm is soon shattered, however, by a host of huge propellor 'planes, charging Batman from the rear and firing mines which home in on Bat-flesh! Only by careful manoeuvre and deadly aim can the World's Greatest Detective rid himself of mines and aircraft alike.

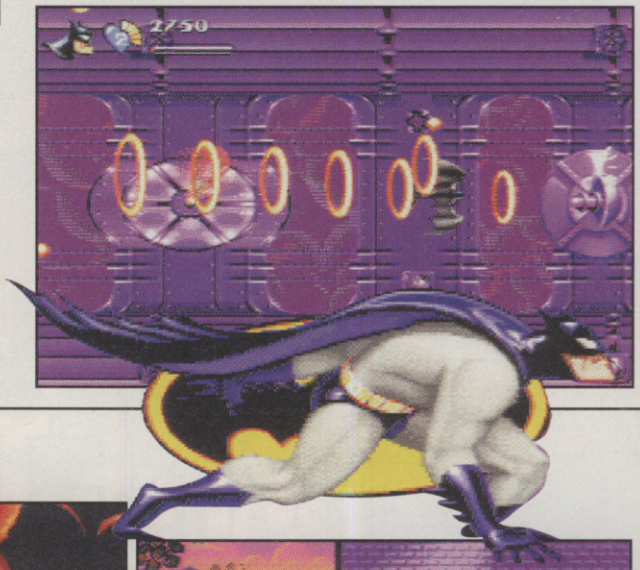
As the night air whistles clear of adversaries and smashed pieces of helicopter, Batman hears the low drone of another aircraft – Two-Face's private attack chopper! The darkness would seem to protect Batman, as Two-Face's attacks fire inaccurately, but then the Dark Knight watches in grim stoicity as a powerful searchlight suddenly sweeps across the night...



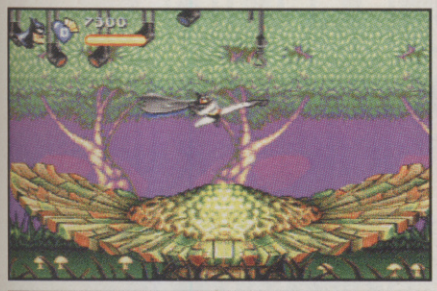


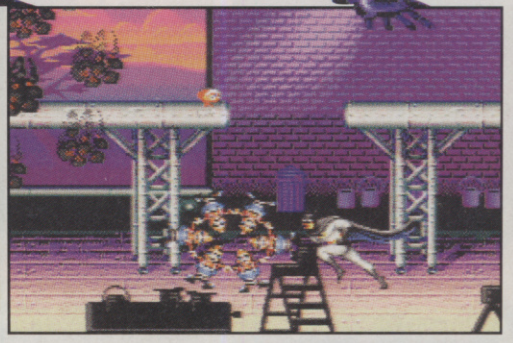
FINALLY...

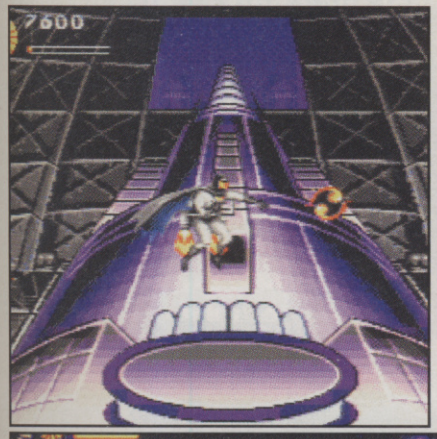
As Batman continues his assault, Two-Face switches his own weaponary tactics. As he does so, the searchlight beam, which homes in on Batman, gradually gets bigger and more accurate in its searching. Only when Batman is in the beam do the weapons fire, so his only chance is to keep into the black and out of the red (there's nowt in this game for two in a bed). Can Batman ground Two-Face forever?

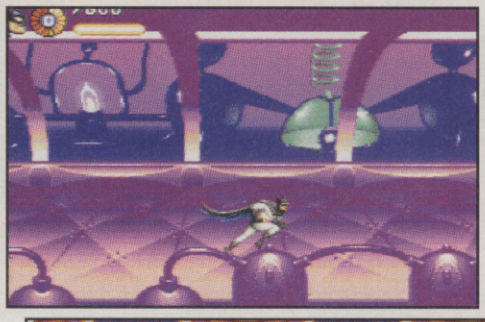


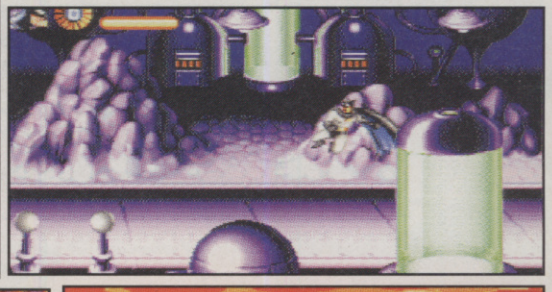
WHAT NEW ADVENTURES AWAIT THE DARK KNIGHT?

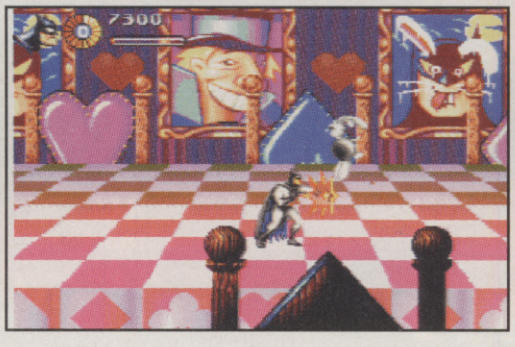












NEXT MONTH BATMAN ON MEGA DRIVE – REVIEWED

WORK IN PROGRESS

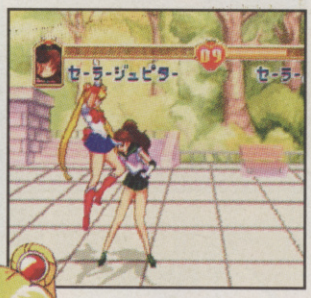
■ 3DO

■ £Unconfirmed
■ Beat-'em-up
■ Bandai

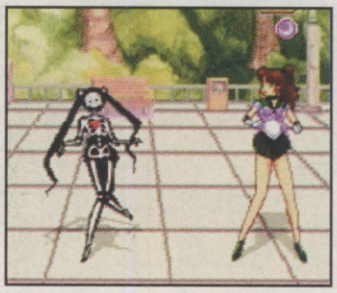
■ Programmed by Bandai ■ Initiated Mid 1994 ■ 25% complete ■ No other versions planned ■ No other versions available ■ Available on import from May

IT'S GIRLIE FRENZY

The cast of young school girls is possibly even too much for Bill Wyman. There are nine of them, all with varying special moves and different hair-stylists...



◀ The blonde girl has roughly the same kind of moves as Ken and Ryu in SFII, even including the dragon punch.



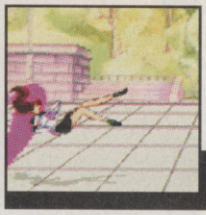
◀ I bet that came as a shock! Ho, hee, ah, erm, hmmm!

PRETTY SOLDIER SAILORMOON

What do you get if you cross schoolgirls in short skirts and a touch of fist action? A couple of years I should imagine... Llsten, I'm not PC, I like girls. Birds. Floosies. Bimbos. And there's nothing I like better than a good old girlie cat-fight, so you can imagine my delight when I heard Bandai were converting top tottie manga cartoon Pretty Soldier Sailormoon into a beat-'em-up on 3DO.

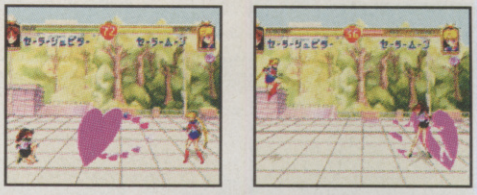
Now the history of beat-'em-ups on the Panasonic (and now Goldstar) machine is a mountain range; ie up and down. We've crapped our way through Ultraman, and cacked over Shadow, but Super Streetfighter II Turbo and Samurai Shodown were exceptional. So Bandai have decided to try to emulate the latter two by discarding the digitised style of a Mortal Kombat clone, and stuck with a good old-fashioned comic-book romp. And with fantastic Japanese anime to draw upon there's plenty of opportunity for this title.

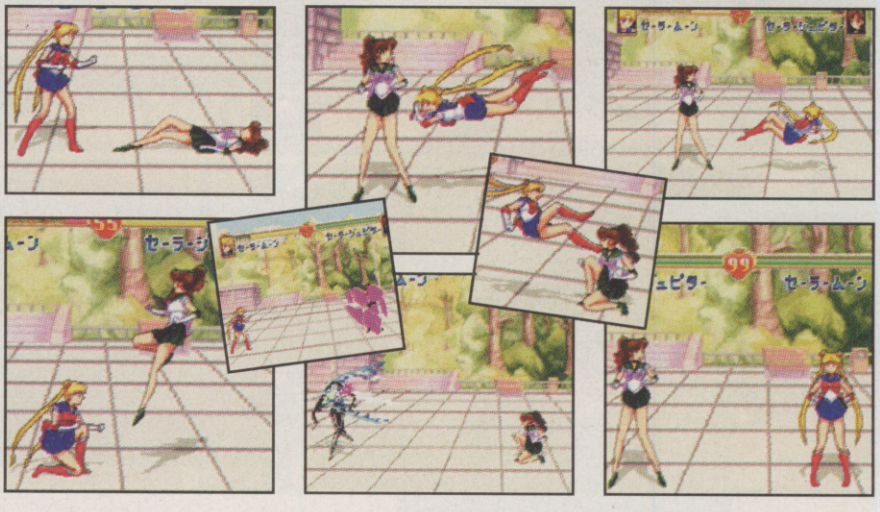
Pretty Soldier Sailormoon owes much to SF II in its style of special moves and strategy, but Sam Shodown is its source of inspiration for the scaling techniques used when the characters meet. Unfortunately, though, that's all it really borrows from both games, and to find out if it possesses anything of note of its own, read our review in next month's issue.



THE HEART OF THE ACTION

All the special moves are cute, especially the one by the bird with blonde pigtails where she throws a giant heart. If it connects, your outline is torn from its centre and you take an enormous energy bar reduction. Total eclipse by the heart, in fact.





◀ The only problem with the background graphics is that pastel shades were only invented for painting the walls of your mum's bathroom.

● GAME BY BANDAI ● CONTACT BANDAI (01489 790944) FOR INFORMATION

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WORK IN PROGRESS

■ 32X

■ £Unconfirmed
■ Sports
■ Acclaim

■ Programmed by Acclaim ■ Initiated November 1994 ■ 75% complete ■ No other versions planned ■ Mega Drive and SNES versions available ■ Estimated release June/July

NBA JAM TOURNAMENT EDITION

▲ Get nearer to the page, notice the digitised players? Thought you would.

It seems as though the impending Mega Drive/32X combo widget has already got the software companies buzzing. Especially if this is anything to go on...

Don't their heads, isn't it? That's the first thing you notice about this 32-bit version of NBA Jam. Presumably this has been done so you can see the faces of all your favourite players. It all looks a bit strange to us.

However, this technically enhanced version of the game will give you faster action, smoother animation, more colours and plenty of extra features that weren't included in the standard Mega Driver version of Tournament Edition. Plus all the hidden teams will be in there, but Acclaim aren't saying whether you'll be able to use the codes from the previous game

WORK IN PROGRESS

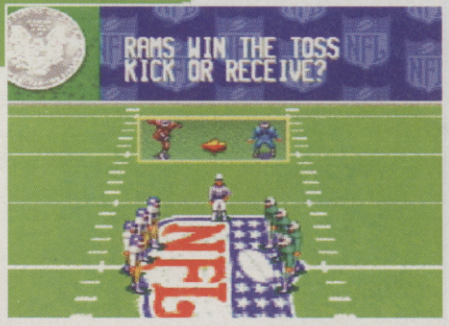
■ 32X

■ £Unconfirmed
■ Sports
■ Acclaim

■ Programmed by Acclaim ■ Initiated October 1994 ■ 90% complete ■ No other versions planned ■ Mega Drive and SNES versions available ■ Estimated release June

◀ Acclaim commit to the ever growing 32X titles.

▼ Smoother scrolling and some digitised graphics.



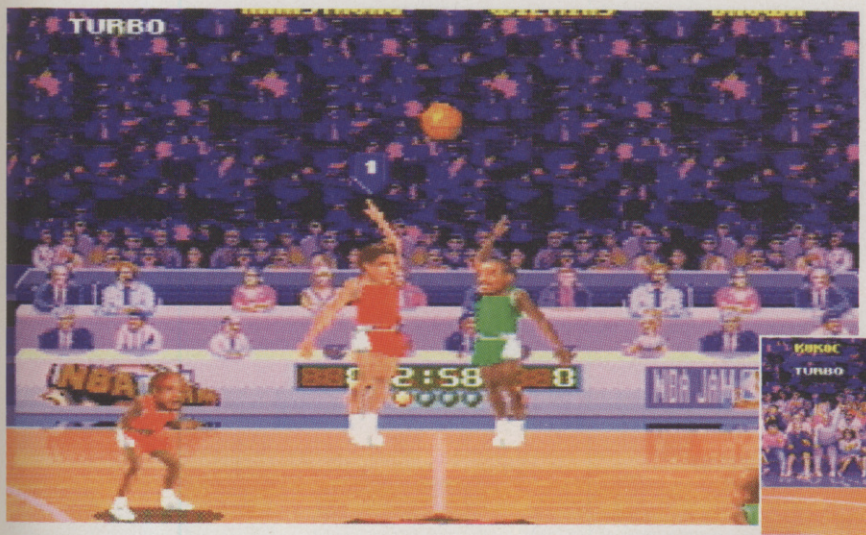
NFL QUARTERBACK CLUB

Quarterback Club on Mega Drive failed to whet many reviewers' appetites for the sport, but will it be second time lucky for Acclaim as they prepare to launch the 32X version?

Even though Quarterback Club didn't quite reach the lofty heights of some versions of Madden when it was reviewed on 16-bit, Acclaim remain undaunted and are pushing on with the 32X version of the game.

Like 32X NBA, the main enhancement will be in the graphics, which promise smoother scrolling and sprite scaling along with more colour. It also retains all those little training modes which helped pad the game out and boost the value-for-money factor. Hopefully all the extra little features will help boost the game as we're all a bit sick and tired of Madden (the '92 version is the best – three years ago, crumbs). What does need improving though, is the main game itself, which was very flat first time out. So it's fingers-crossed that

● GAMES BY ACCLAIM ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION



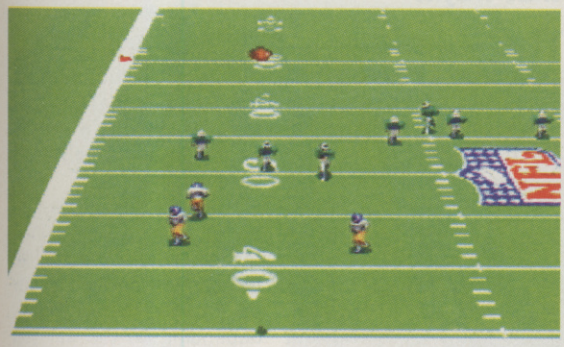
▲ *It's time for the NBA Jam comedy head special.*

▲ *Catch their expressions as well as the ball as you shoot some hoops.*

to access them. One thing this does throw up is whether or not 32X owners should go out and pick-up a 16-bit version of the game now, or bite the bullet and wait for this enhanced one to be released.

After seeing this version we reckon it's probably worth waiting the extra couple of months, or at least until you've seen the review. Still, seeing as Acclaim are going all-out to retain all the gameplay and core features, it's highly unlikely that they'll mess this one up, especially if 32X Moral Kombat II is anything to go on.

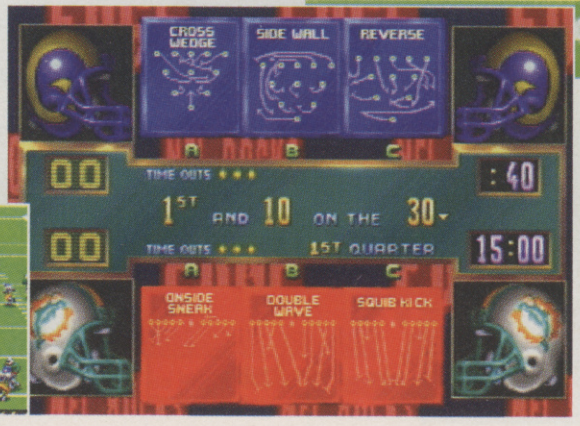
32X NBA Jam should be bouncing along this summer, elephantitus-affected heads and all, and we'll bring you the review as soon as poss.

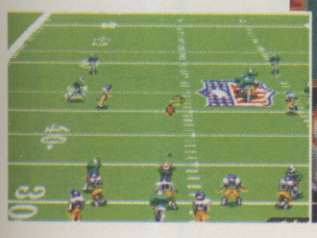


▲ *NFL Quarterback on 32X: more colours than a Jeff Banks Ariel ad.*

Acclaim have had the presence of mind to mess around with the NFL game engine in order to make it a whole lot more playable.

All those statistics from the original game will also feature, so, more than ever, it will be one aimed right between the eyes of aficionados of the sport



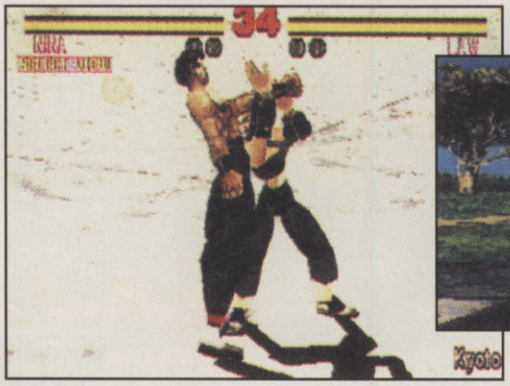


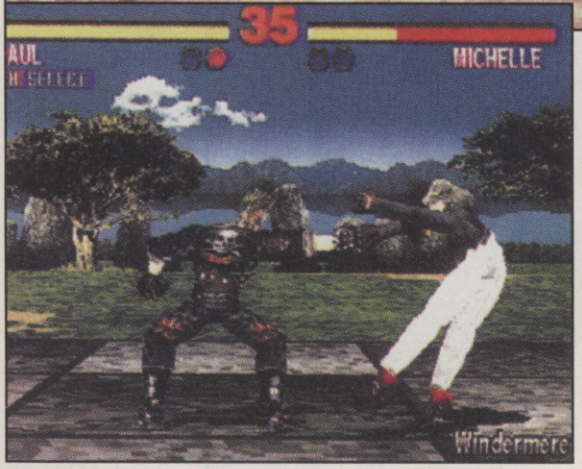
You're either a ▶ Madden or NFL fan, and never the twain shall meet.

the new machines

- PLAYSTATION
- Namco
- Japanese release May

tekken





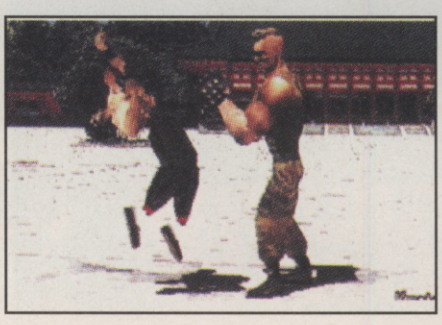
That's what I like about beat-'em-ups, they always have such exotic names, like Michele and Paul.

Could it be that Toh Shin Den's going to have a real fight on its hands when it's launched officially? It's starting to look that way...

The Tekken coin-op has already gone on test around Britain to a fairly modest reception, which wasn't so much a reflection of the game, rather than Killer Instinct had also cropped up and that came complete with a major buzz.

On the other hand, Tekken just sort of, well, appeared. Not many people had heard of it, and in several places it was relegated to the corner along with the likes of the Sega MegaTech system. Which was a shame, as it's an extremely good looking game.

Rather than just a variety of floating view-points, the game lets you change the camera position at any point during the action. So, depending on the way you like to view the world, you have the action side-on, in three-quarter view or top-down. Which is handy as the texture-mapped graphics are absolutely superb, as is the animation.



THE HAPPY BUNCH

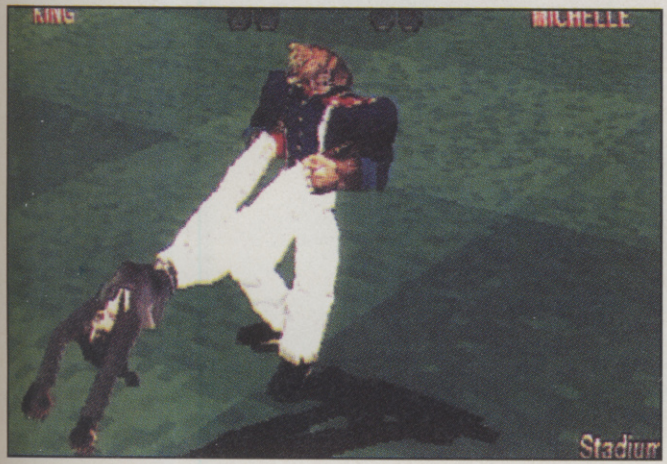
Tekken features the usual cast of strange combateers, although for some reason they all look a bit down in the mouth. Maybe if they went to the pub with each other instead of ripping off various limbs, perhaps they might enjoy life a little more. Then again, maybe not.

Tekken's out and doing the rounds in the arcades at the moment, and the PlayStation version is due real soon.

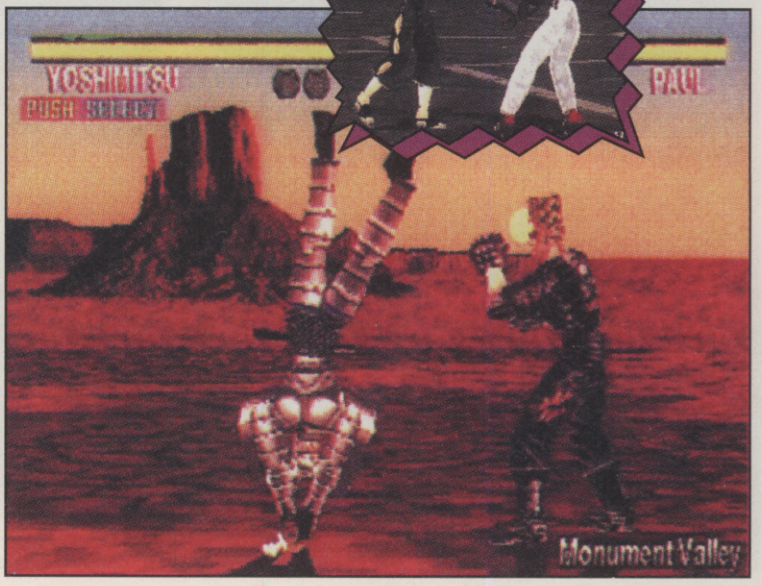
But the key thing is the way Tekken is going to play. Namco have put plenty of effort into the gameplay to pull it away from the standard get-smacked-and-fall-over style. To do this they've brought in loads of wrestling-type moves, so you can kick your foe in the 'nads, grab him, then ram his head into the ground. Smart eh?

Although the coin-op is out, the PlayStation version of the game is still a couple of months away, and it will be different. We'll bring you a full in-depth showcase as soon as we lay our hands on a copy.

▲ *"Now which would you prefer madam, leg or shoulder? I always like a bit of leg meself"*



Not looking totally dissimilar to Toh Shin Den on PlayStation, let's hope Tekken can match the former's appeal and playability.



WORK IN PROGRESS

■ PC/PC CD-ROM

■ £Unconfirmed
■ Strategy
■ Anco

■ Programmed by Steve Screech ■ Initiated Summer '94 ■ 90% complete ■ Amiga versions planned ■ No other versions available ■ Estimated release May

PLAYER MANAGER 2

The closest any of us will ever get to real footy management is standing on the terraces telling opposing players to go 'off for an early bath'. Which probably explains why games like this sell so well...

Five years on from the original Player Manager and things are now a little quiet in Ancoworld. They've had the appalling Kick Off 3 followed by the less appalling, and rather decent, Kick Off European Challenge. Now they've ploughed their experience and resources back into familiar territory to produce what they hope will be the definitive footy management game.

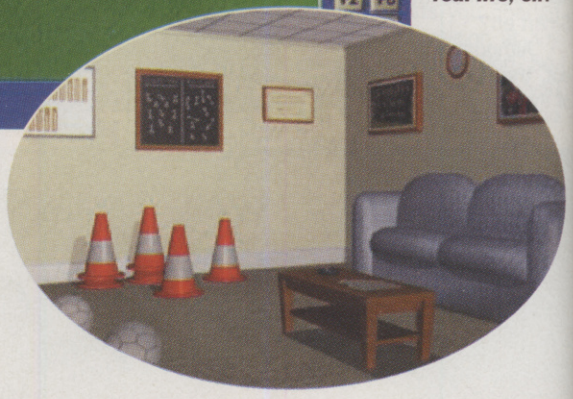
A lot has happened since the original Player Manager. Three excellent Premier Manager games from Gremlin, and the Championship Manager series from Domark. But Anco are out to gatecrash the market by incorporating almost every imaginable footballing facet into Player Manager 2. All the team's tactics can be edited, from individual player instructions to set pieces. In addition to the managerial element, there's also a nifty Sensible Soccer-style action game, with multiple view-points. This lets you take to the field as either the player-manager, or as one of your rising stars. To cap the whole thing off Anco have drafted in ex-Liverpool centre-back Alan Hansen to add a pundit's eye view to the CD-ROM version of the game.

To give the game a more competitive edge (as if over 100 rival teams weren't enough) there's a four player knock-out tournament as well. It's played against the clock, with the player in the worst position after four seasons quickly kicked out for being crap. This continues until there's only one left and, providing he hasn't been caught out doing any dodgy deals, he's proclaimed all-powerful being of space and time and hailed as a football management god. That can't be bad.

Player Manager 2 is almost complete, and could turn out to be one of the best footy strategy games around. However, the proof's in the playing and we'll be doing that in time for the next issue.

▲ *Notice there is an unequal boots-to-shirts ratio! What have you got to say about that then eh, Anco?*

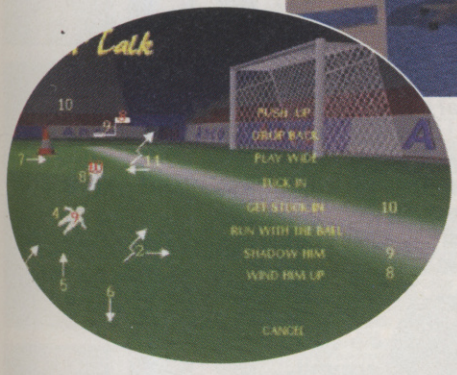
◀ *If only corners were that simple in real life, eh?*



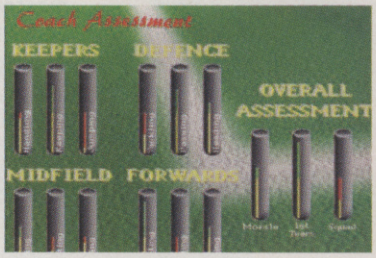
● GAME BY ANCO ● CONTACT ANCO (01322 292513) FOR INFORMATION

▲ Go for a 4-2-4. Then get off at Piccadilly Circus and on a number 12.

▲ We thought we'd print another office style shot. Bloody dull aren't they?



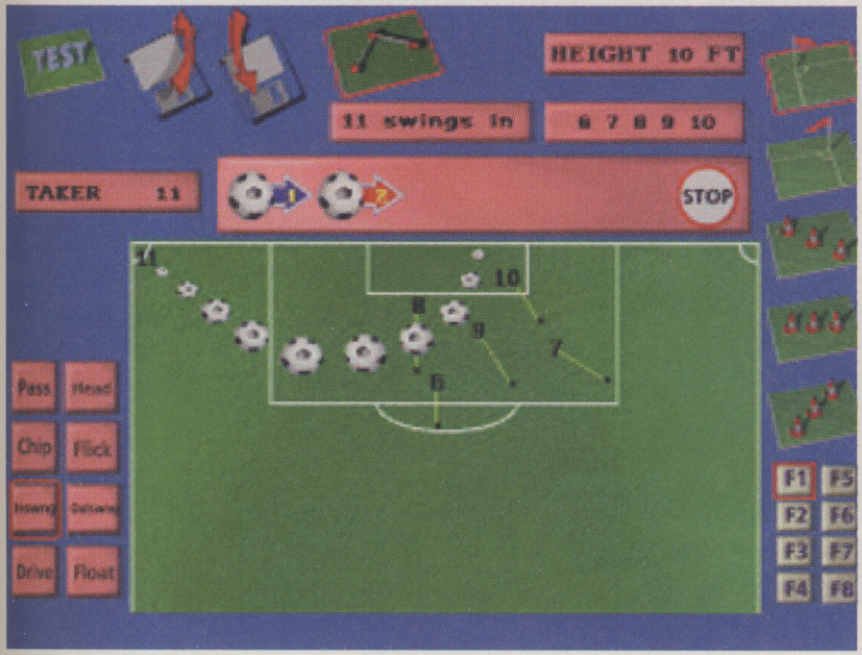
▲ Give your team a quick tactics talk, and then watch them go out on the field and ignore you.



▲ Make your team perform well otherwise it's an early retirement for you.

▲ Alan Hanson, footy know-it-all and jumper wearer extraordinaire.

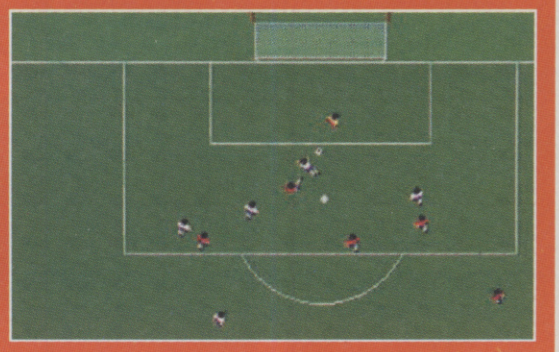
Football managers can't work PCs can they? ▼



▲ It's been five years since Player Manager, and now Anco, in true Stone Roses style, are releasing the follow-up.

KICKING AROUND

Rather than aim for a complex realistic simulation in the action game, Anco have aimed to make it as straightforward and fun as possible. There's still enough detail to allow you to execute all the plays you spent so much time creating in the tactics room. Or, if you feel that way inclined, you can ignore this part of the game all-together. Just sit back, prime your lads with a hearty team talk, then sit back and wait for the results to come in.



Rendered screens of lots of tidy desks. Yes! ▶

WORK IN PROGRESS

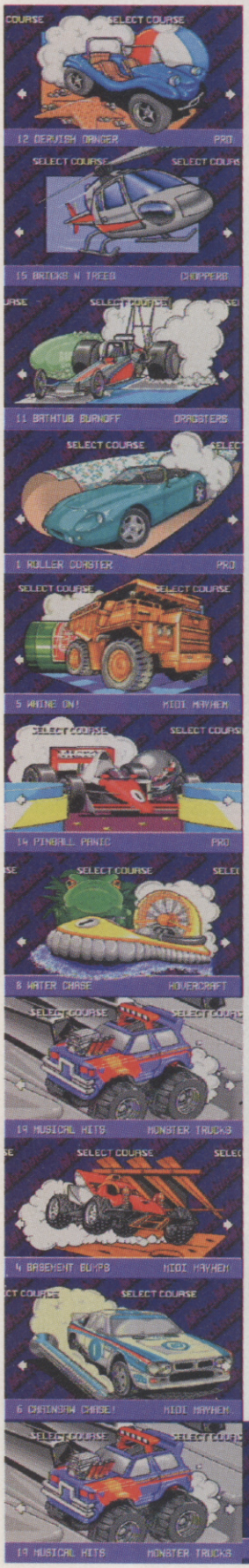
■ PC CD-ROM

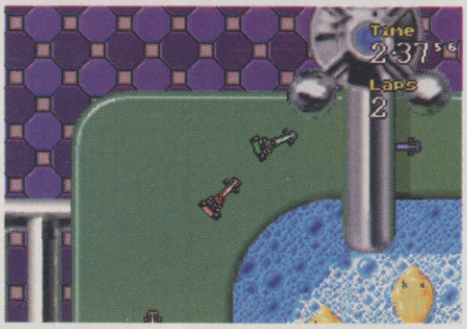
■ £Unconfirmed
■ Racing
■ Codemasters

■ Programmed by Supersonic ■ Initiated Jan 1994 ■ 90% complete ■ Game Gear and SNES versions planned ■ Mega Drive version available ■ Estimated release June 1995

MICRO MACHINES 2

BEEP BEEP! BROOM BROOM! TOOT TOOT! HONK HONK! ETC ETC!

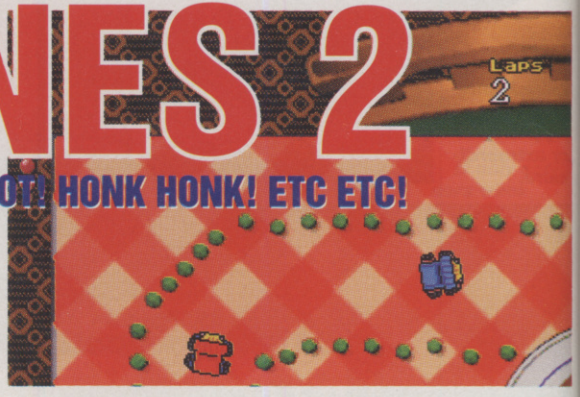




Watch out for patches of slippery black Palmolive on the Bathtub Burnup.

It is widely agreed that Micro Machines 2 is one of the most playable, addictive and challenging multiplayer games ever to grace a console system. Now, those wonderful chaps and chapettes at Codemasters are going to give PC owners a rather large portion of the action!

The original game developers have been brought in by Codemasters to enhance the game and they are hoping to make the CD-ROM edition the best yet. There are 51 race tracks to speed around,



with dining tables, kitchen surfaces, toilet bowls forming some of the interactive backgrounds.

Among the whole host of new features that are included in the game is the Micro Machines Track Construction Kit. This enables players to make their games as hard or easy as they like. Codemasters have also managed to retain the four-player option so that leaves CD-ROM owners with the difficult task of finding three friends to play with.

The key to MM2 is knudging your partner off the kitchen table.

Watch out that you don't fall down the drain and into the sewer.

● GAME BY CODEMASTERS ● CONTACT CODEMASTERS (01926 814132) FOR INFORMATION

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in the bag

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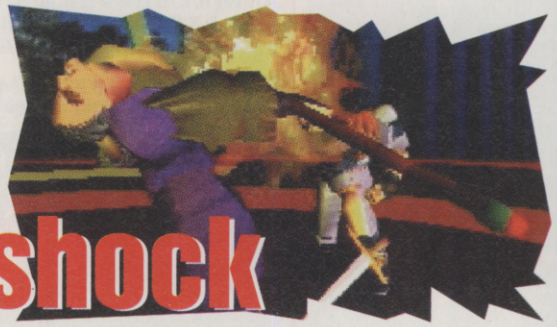
More controversial than a lorry full of tender young calves: it's the CVG letters section. So if you've got anything interesting to say that's gaming related drop us a line, either along the dangly internet wire at @emapimag.demon.co.uk or plop your words in an envelope and post them to us.



intelligent reader shock

I've had enough of the 'Wait and see' replies people keep getting to the question what Next Gen' console they should buy. The 64-bit market is a long way off. Hell, the 32-bit market is barely on its feet! If you're afraid of losing money, welcome to planet Earth. If you're waiting for a 64-bit console, you're going to be waiting a long time and you're bound to miss out on a lot of fun.

Sure you could wait for the Saturn and the PlayStation to be launched in Europe, but by then people like me will have spent a lot of memorable time with friends fooling around with an import machine. If you can afford it buy a PlayStation on import. Study the specs and you'll find it's more powerful overall. And since price always seems to be an issue, there's no denying the PlayStation is cheaper. CVG is right, it does all come down to software, but hardware is essential to establish a console's potential. Speaking of software support, since the announcement of the PlayStation, over 250 companies worldwide have signed up and some 700 development PSXs have been shipped out.

If you're considering a high–end PC you're not being realistic! The PlayStation makes a 90Mhz Pentium look like a snail. If you already own a decent PC, I doubt a 3DO Blaster is the worst thing you can feed it. There are some very playable 3DO titles on sale. Don't get me wrong, it's not that a PC alone won't do, but you'll need a Pentium and games like Wing Commander 3 or Magic Carpet to compete with what the 3DO has to offer. And of course a 3DO version of WC3 is in development.

Sega's Saturn and Sony's PlayStation are both available now. They're expensive on import, but they're the best you can get at the moment, and this 'moment' is likely to last for a long time. Play today – you might be dead tomorrow.

Øistein Johan Eide, Norway

CVG: You make some good points but though consoles are affordable, they still represent a sizeable purchase for most people, so it's worth waiting to see which ones become dominant before purchasing, plus not many people can afford the £80 plus price tag of import games.

LETTER OF THE MONTH £20 PRIZE WINNER

rad gets a kicking

I couldn't help thinking that Rad should have given Victory Goal a higher mark. Not that I've seen it or played it, but I read the given verdict and it made sense in an uncanny way. "Neglects to include any really exciting gameplay. There's no aftertouch, things move too slowly and there's not enough scope for employing tactics." Rad, these are virtually the rules of the J-League. "The ball is almost the same size as the player's torso." This shouldn't be a criticism, but a tribute to the accuracy of the average J–League player size to standard regulation ball size. I bet that Gary Lineker (and assorted Brazilian players) have hidden special moves. So there. Victory Goal follows Virtua Fighter and Daytona as a decent simulation of a sporting event, even if Sega did decide to simulate the J–League, rather than, say, the World Cup! Well done Sega, jolly good!
DAVE

CVG: So just because the Japanese aren't particularly good at football people are supposed to put up with crap console soccer games eh? And, seeing as you have, by your own admission, neither seen nor played Victory Goal, you're not exactly in a qualified position to start spouting forth half-baked tosh about how great you think it is. Mind you, you might just be joking. A ha ha ha ha.

mr rude

I'm fed up of people writing about what will happen to the Mega Drive and SNES when the Saturn and Ultra 64 come out. It's obvious. The prices of the Mega Drive and SNES will drop, then a few months later games will stop being developed. Then the prices of the games will drop so they can be sold more cheaply. I can't wait, games have been rubbish lately. The new generation console games should have better graphics, sound and better playability. And in time the price of the consoles should drop like the Mega Drive did (I remember it being sold for about £180). So my message is this: Will all you whiners SHUT THE FXXX (Funk? – CVG) up! Nuff respect.
DS

PS I own a Mega Drive, 32X (crap) and SNES.

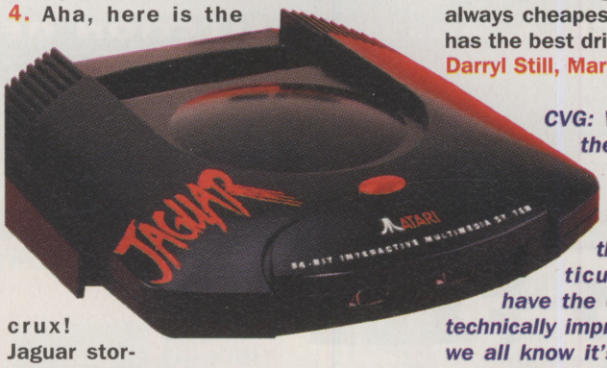
CVG: Can you believe that some people sign their letters off by writing 'nuff respect'? I bet he likes Normski too.

Even crap Amiga games like Akira get reviewed.

putting things straight

One of your readers asked if the Jaguar was as powerful as the PlayStation and Saturn and the answer was a single word, 'no'. It might just as easily have been the other option 'yes' which was available. Both options are correct and both are inadequate. Therefore it was a shame to see your magazine taking the easy cop-out that newer and more expensive, by default, means better.

1. Jaguar's engine is more powerful than both PlayStation and Saturn. For example when linking up on Doom or modem play or VR. The Jaguar has a much better straight line speed.
2. Jaguar's graphics capabilities are far superior to Saturn's in most cases and on a par with the PlayStation in almost all. The exceptions weigh sometimes to the advantage of Jag, sometimes to Sony.
3. Jaguar's sound engine is comparable to any machine and better than most.
4. Aha, here is the crux!



Jaguar storage is 32Meg on cartridge at the moment. The other two have 790Meg CDs. So what the Jag needs is a CD player. Well stone me, here is a CD player for Jag for only £149. Blimey!

So you see, your answer was both inadequate and incorrect. Jaguar is the first of the super consoles, is a quarter of the current price of the available options and in almost every instance is comparable or better specification wise.

I am sure Sony and Sega could come back with a similar riposte and as viable arguments for their products and that is why your answer should have been better explained. There is no simple black and white, no simple yes and no.

For comparison. Which is the most powerful Formula One racing car on the circuit? The answer is Ferrari, yet how many Grand Prix did they win last year? Second fastest Williams. Did their driver win the World Championship? Which is the slickest, most streamlined, best run package with the fastest driver – Bennetton anyone?

The Atari package is often first to a new technological boundary, nearly always cheapest and we like to think it has the best drivers around.
Darryl Still, Marketing Manager Atari UK

CVG: We were not criticising the Jaguar machine (how could we after playing Tempest 2000 for months?), just saying that the Saturn and particularly the PlayStation have the edge when it comes to technically impressive software. But as we all know it's not essentially how a game looks, it's how it plays that's important. As for the Jaguar CD, we're looking forward to the software you're promising it can deliver. Let's hope you put it to good use. After your comments we're waiting to be impressed. And we don't impress easily.

football manager

Generally you receive stupid questions from dropouts who ask questions like 'Which is best Dragon 32 or Mega Drive?', but not from me. Anyway, have you seen the advert for South African Airlines, where that woman gives birth? Isn't it crap? Anyway, I just wrote to say I'm going to gauge your eyes out unless you have more Amiga reviews.
Alan Ball, Hants

CVG: Hello, CVG calling higher lifeforms, is there anyone left out there with anything intelligent to say about computer and video games? We review all the Amiga games we can get our greasy paws on, but it would help considerably if someone actually got round to buying what remains of Commodore so companies would see that the machine has a future and start producing software for it again. By the way, considering where you hail from, you're not the Alan Ball by any chance are you? If so don't sell Le Tizz and hope you've recovered from the thrashing Spurs gave you in the FA Cup replay.

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reviewed this month...

I've just seen Demolish 'Em Derby running on the PlayStation – and can honestly say it looks like being the finest driving game on any system. It's certainly going to give Daytona a run for its money. But the question remains – PlayStation, Saturn, Jaguar, 3DO? What do you buy? I honestly can't say. My advice, as ever, is stick with what you've got, then wait until everything's on the shelf, see what games are out there, and make up your mind. In the mean time I'm happy with anything as long as the software's good.
Mark Patterson, Editor

What we're playing this month

MARK

■ *Eternal Champions/MCD*

Ahh, if only all beat-'em-ups were like this. Eternal Champs has the lot – from specials and hidden characters to the best death moves in any game. And can you believe it's on the Mega-CD. In fact it's almost worth going and buying a Mega-CD just for this.

■ *Hagane/SNES*

This is the best game the SNES has seen for some time, huge sprites and some decent weaponry, who could possibly ask for more?

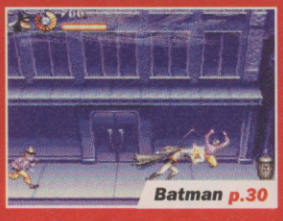
GARY

■ *The Firemen/SNES*

Infinitely more fun than a whole series of London's Burning, this is a shoot-'em-up with a difference: it's a soak-'em-up. And I reckon it's the cutest thing to ever fit into my Super Nintendo.

■ *Super Skidmarks/Amiga*

You would only ever get this game on a machine as idiosyncratic as the Amiga. It's a totally bonkers racing game, and you'll love it.



Batman p.30

Eternal Champions p.62

The Firemen p82

Hagane p.54

RAD

■ *Street Racer/SNES*

I loved the SNES version of UBI Soft's four-player racer, and this is not a bad conversion, though you've got to play with four of you to truly appreciate Street Racer's splendour.

■ *Batman/Mega Drive*

We haven't had the final finished version of the Dark Knight's latest incarnation on the Mega Drive, but I just haven't been able to tear myself away. Oh, and it's bloody rock too.

■ *Hagane/SNES*

This is the game I've been trying to play all month, that is when I can get a go, surely Mark's got more important editor-type things to be doing?

MARCUS

■ *Addams Family Values/SNES*

Rad was the lucky bugger who got to review this one, but I'm so pleased to see a licensed game that isn't a ploppy platformer. Wel done Ocean

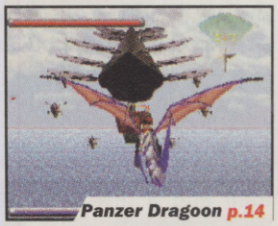
■ *Super Turrican/SNES*

You can't beat a bit of nostalgic shoot-'em-upping.

Mortal Kombat 2 p.68

Super Turrican p.66

Super Skidmarks p.78



Panzer Dragoon p.14

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores 90% or over and a CVG Hit!. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of over 95% to earn one. Anyway, here are the top games this month...

14 Panzer Dragoon
54 Hagane
62 Eternal Champions
65 Chaos Control
66 Super Turrican
68 Mortal Kombat II
74 Theme Park
78 Super Skidmarks
82 The Firemen
90 Myst

The big picture

If any other version of a game is available we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you it it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

CVG REVIEW

SNES

■ Platform ■ Acclaim/Marvel /LJN ■ £29.99 ■ Out Now

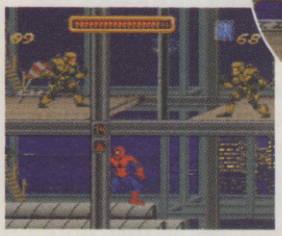
■ Mega Drive version also available
■ No other versions planned

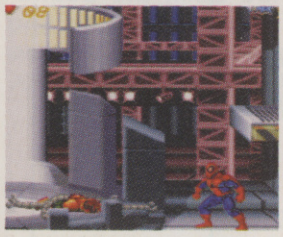
Spider-Man, Spider-Man, does what ever a spider can. Can he swing, on a web? Course he can, you stupid smeg!

Everyone knows who Spiderman is, he has been in three movies, countless cartoons, and is even the subject of a Radio One dramatisation featuring Brian May and Anita Dobson! Thankfully, there's not a dodgy curly perm in sight here, nor the sound of a strangulated cock-er-ney accent.

Anyway, on to the game. It seems that some bright spark had the wonderful idea of putting 17 of the world's most dangerous criminals in the same jail. So it's no surprise really when they all break out and start causing havoc on the streets of New York. Enter our web swinging hero, yep, he's the guy who has to do the dirty work yet again and go around beating the living daylights out of the various superbaddies.

This is yer normal run around, punch a few baddies, climb a wall or two, beat the end-of-level boss, and do it all again on the next stage. That is the entire gameplay synopsis in one sentence. Graphics-wise the game is quite pretty, with bold, colourful sprites, but the backdrops are a bit sparse. Also, ol' Spidey looks as if he's been popping the old steroids since he now looks like the comic book equivalent of Shadow from the Gladiators. Sound is nothing to write home about since it mainly consists of a very repetitive background tune and a few limp thwacks and biffs.





Spider

THE BAD GUYS

This is the Clown. He has a huge boxing glove. Jump kick to beat him.

Armoured soldier. Difficult to beat. Use kicks and punches.

Level one soldier. Very easy to beat. Couple of punches or kicks.

Firebreather. Use stun grenades to stop him then jump kick.

Lizard. Well hard. Jump kick about fifteen times to beat him.

● GAME BY LJN ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION

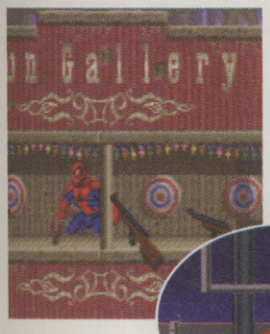
▲ And Spidey will perform a triple axle with twist...

▼ OK, no joke about the oldest swinger in town – please.

Climb to the top of the rocket to gain entry to the sewers. ▼

▲ Avoid these as they give Spidey a big shock.

▼ Just look at that sunset, complete with chimneys.



▲ When you beat Lizard, he reverts to human form.

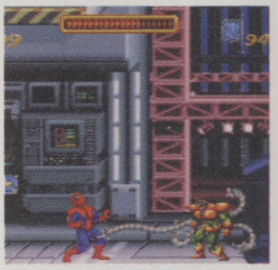
▼ This is the fairground section. It is, honest!

▼ This is the bonus room, and it's filled with power-ups such as webs, bombs etc. And its found in the sewers.

SECOND OPINION

Superheros are incredibly vogue at the moment (as our front cover would suggest) and after Acclaim's superlative Wolverine on Mega Drive they are quick to release a similar-style Spidey game on both of the 16-bits. Spiderman isn't as good as the former in that he doesn't handle as well, and although the Wolverine game was probably too hard this offering is really too easy. Great enemies though and authentic graphics.

GARY LORD



ALTERNATIVE

SNES

- **Spiderma/X-men**
- **If it costs more than a tenner then don't bother**

One of the first comic licences and the worst. Aviod like the plague. Unless you want a laugh.

- **NOT REVIEWED**

VERDICT

SNES

I have been a Spidey fan since I was a sprog, but given the Web Slinger's track record on consoles, I was apprehensive about reviewing the latest effort. So I am pleased to report that this is far and way the best version yet (mind you , that's not hard considering the opposition!) Unfortunately, there are a number of things that stop this becoming a brilliant title such as slow, unresponsive controls, not enough villans to beat up and the gameplay could be a bit more varied. But overall it's good – but not great.

MARCUS BEER

GRAPHICS	80
SOUND	72
PLAYABILITY	79
VALUE	77

OVERALL

79

r man

You Snake! Punch/kick combos to beat him. Or kick him off a ledge.

SpiderSlayer. Has to be beaten bit-by-bit. Somersault kicks work.

Sandman. Found in sewers. A waste of time so avoid him.

Metal Beatle. Just knock it off the edge of the building.

WORK IN PROGRESS

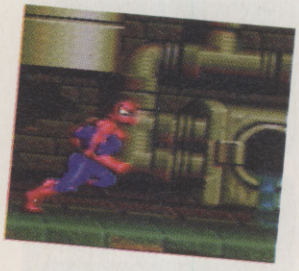
MEGA DRIVE

£Unconfirmed
Platform
Acclaim

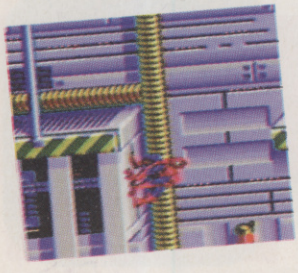
Programmed by Marvel Software
Initiated January 1994 90% complete
No other versions planned SNES version available Estimated release May

SPIDERMAN

▲ Have you ever thought what a ridiculous name 'The Green Goblin' is?



▲ Then again the name Spiderman is hardly sensible now is it.



In a bizarre interdimensional cross-over mix-up, Spiderman found himself in two games at once on two consoles. 'Sod that', he thought, 'I'd better read CVG to find out which one's best.'

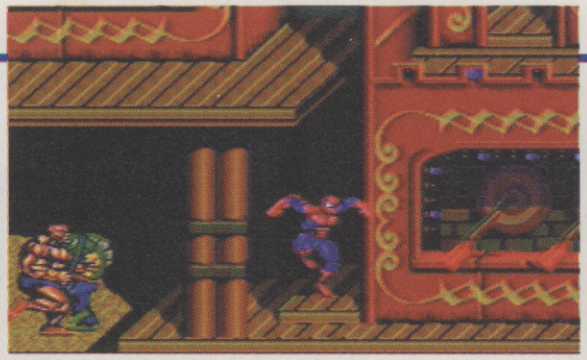
What can a guy say about Spiderman on the Mega Drive? Well, not a lot really. The plot and graphics are identical so if you want storyline info then turn back a page and look at the SNES review. So, what on earth am I going to do for two pages? Well, how about lots and lots of luvverly screenshots to keep you amused? Oh yes, I'll throw in some captions as well.

In fact, even though it isn't quite complete, this is a genuine stock conversion, the likes of which we see month-in, month-out and which Acclaim have, in part been responsible for. Just look at Stargate on 16-bit, True Lies, Warlock. Hmm, a definite pattern. Still, if the software's good, that doesn't matter, but with Spiderman being a little subdued in terms of action, they really need to pull their corporate finger out and attempt to do something different here.

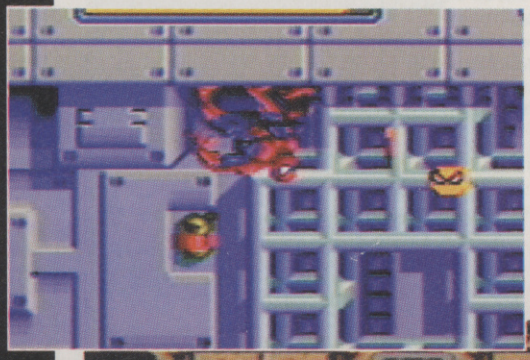
Believe it or not, this game's main rival, to Spider-freaks at least, is Sega's old Spiderman platformer, which is totally ancient, but still one of the best Spiderman games on any format. However, there's still time to make a few changes, so we'll sit here with Spider-sense tingling and fingers crossed hoping for the best.

◀ The usual platform engine, but with some top Spidey characters.

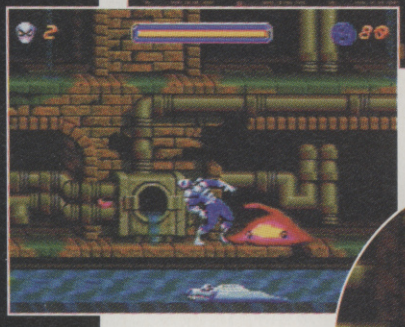
● GAME PROGRAMMED BY MARVEL SOFTWARE ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION.



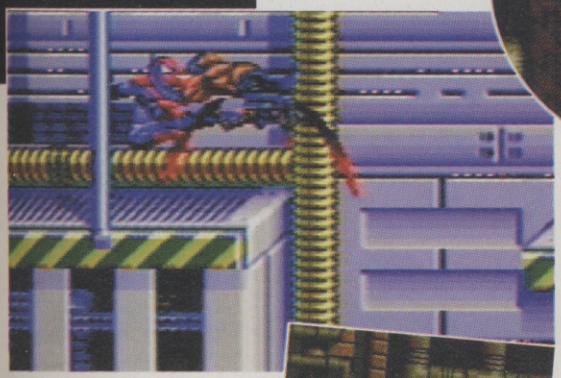
The main sprite moves well and sticks to walls like glue you know. ▶



And there were you thinking that we had this screen-shot the wrong way up. ◀



Despite all Spidey's nifty little powers he can still slog like the best of 'em.

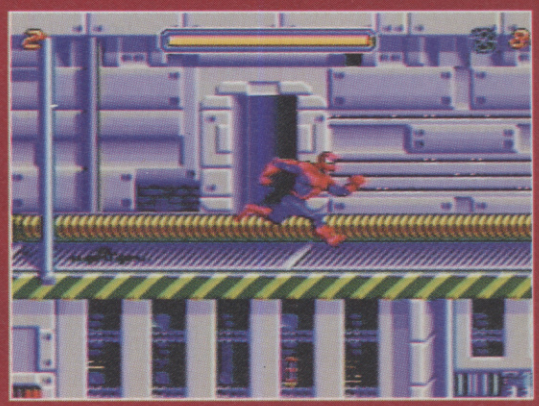


▲ *Arachnophobics probably won't be too keen on this Spidey game.*

Have you ever noticed that superheroes where such lovely costumes, don't they? ▶

SEWER SHARKS

Villains, eh? Why is it they can't be bothered building gigantic floating Dread-bases in space, and instead choose to live in nasty sewers and abandoned parks? Who knows, but these are the kind of locations Spidey's got to battle his way through if he wants to free the world from tyranny. Etc.



AMIGA

■ Racer ■ Team 17
■ £29.99 ■ Out Now
■ No other versions available
■ CD32 version planned

Grab a cushion as we take a bumpy ride over hill, dale and even the moon in Team 17's top down racer...

all-terrain

Without trillions of polygons zipping through cyberspace, 16.7 million colours and an obligatory CD soundtrack, Team 17's racer and latest prop to keep the Amiga market off its deathbed comes as something of a shock.

ATR is an old fashioned top-down racer like arcade classics Super Sprint and Team 17's earlier Amiga hit Overdrive. It's a game that has to rely on playability rather than a seductive audioviz hook. Three courses await initially; sport, canyon and forest, with three more becoming selectable once all the courses in each level have been finished. Rather neatly, not all the levels on a course run in order. Instead once three have been completed, the player is whisked off to the next course, where they must complete the first three levels before being taken back to the original track. Sounds confusing, but it isn't and the variety helps stop the rot setting in. As does the shop where you can part with prize money on some spectacular upgrades to make winning races that little bit easier, and not forgetting the smart Micro Machines-style two-player battle mode.

▲ *Hazards like oil and ice on the track can quickly destroy any chance of successfully finishing the race.*

Each course ▶ has seven progressively difficult tracks and you have to finish in the top three on each one to progress.

◀ *Jumping over the ramps is a smart move as you'll simply fly over obstacles like water and sand.*

◀ *The best way to slow the opposition down in the battle mode is by firing a missile up their butt.*

▲ *Being evil capitalists that they are, Team 17 have filled ATR's courses with plugs for their other games. The swines!*

◀ *Force the opposition off the road Micro Machines style by driving them off the edge of the screen.*

CARS R US

The selection of cars in the game isn't that hot. Still the three cars on offer have vastly different handling characteristics so there should be something for everyone.

4X4 Jeep: one for the beginner, the jeep is cheap and handles well. Unfortunately it's a bit on the slow side. Still, what do you expect at such a bargain price?

Buggy: a great all rounder. It already has good performance but its reasonable price means you're left with money in the bank to spend on upgrades.

Formula: one for the pros and the seriously rich. Top performance but at a price. Needs an expert driver to get the best out of it, since there's little spare cash for upgrades.

● GAME BY TEAM 17 ● CONTACT TEAM 17 (01924 267776) FOR INFORMATION

Some routes have shortcuts but rather bizarrely neither car has used one here.

Tunnels are very gittish, as you lose sight of your car which makes it easy to smash into a wall and lose yet more precious seconds.

Winning races means big cash. Spend it on power-ups which last permanently, unlike those found during a race.

Hitting the ramps at the wrong angle can slow you down, just as much as one of those perishing cones.

racing

TRACK LISTING

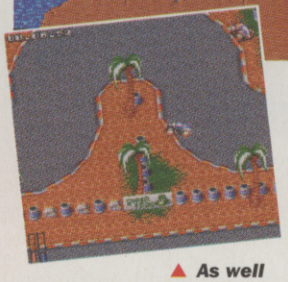
Three courses are available at the start of the game and three more become selectable once they've been completed. Want to know what they are? Well, you're gonna have to play the game but let's just say they've got a spacey theme... Here's a look at the first three tracks.

Sports: easy peasy road-based tracks will ruffle only the most inexperienced driver or generally crap gamer.

Canyon: twisty, turny, tortuous courses make the canyon tracks the first real test in the game.

Forest: it might look tranquil, but with tons of snow the forest levels are full of slippery hazards and things to crash into.

Leaping over the river shaves precious seconds off a lap time.



As well as easier routes, some courses have shortcuts which can be discovered.

As overhead racing games go, the graphics in ATR are quality.

The power steering upgrade is a must on the slippery forest levels.

Hitting the cones slows you down, so don't OK?

SECOND OPINION

Overdrive was criticised for its frantic pace but ATR slows things down to a more manageable level. Don't think it's easy though, the challenge on offer in ATR is tougher than a Gooner burger but thankfully a lot more tasty. I particularly like the way you switch between courses as the game progresses, the variety helps sustain interest no end. Even if you've got Overdrive this is a worthy purchase, and if you haven't then rub your knuckles down a brick for missing out on a great title and redeem yourself by buying ATR.

MARK PATTERSON

VERDICT

AMIGA

This is kinda like Micro Machines with the same tough challenge, but with more beefy cars that handle a lot more realistically. As always the most fun is had in two player mode but the weapon element is frustrating. Getting ahead by skill and then losing the lead via a missile up the jacksy made me really angry. Grrr. Still, I seemed to be one of the few people who liked Overdrive, so maybe I'm biased, but even so I reckon ATR is the definitive top-down racer and well worth 30 notes.

RIK SKEWS

GRAPHICS	88
SOUND	83
PLAYABILITY	86
VALUE	87

OVERALL

85

ALTERNATIVE

PLAYSTATION

Ridge Racer

Namco/£90(on import)

Remember how gobsmacked you were the first time you saw this in an arcade? And a mere nine months later here's a perfect conversion on PlayStation. And this is just the beginning...

ISSUE 159: 96%

hagane

WHAT TOOL? THIS FIRKIN TOOL!

Hagane has four main weapons with which to protect himself (and the universe). We'd just like to take a little time out to tell you just what they are and what they do.

SNES

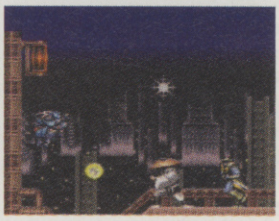
■ Platform ■ Virgin
■ £Unconfirmed ■ Out May
■ No other versions available
■ No other versions planned

CVG HIT!

We like Hagane. We really do. Which is why we're treating it to the first of our special ace new showcase features, where we take the time and space to go into more depth about equally special and ace new games. Toast my cravert!

Aah, hello there youngsters. My, haven't you all grown since last time I saw you? You'll be nearly as tall as lofty basketball legend Shaquille O'Neal soon. Oof, help me prise this joypad from my gnarled and aged digits will you love, and I'll tell you a story about the old days.

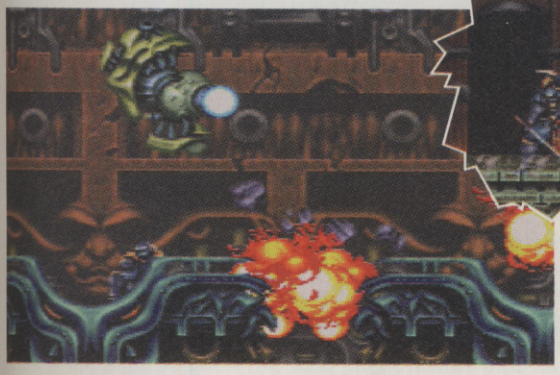
You know in my time, there wasn't any of this 3D render-tracing Gourard polygon technology. We had to make do with two-dimensional sprite-based gaming. But what good times they were, munchkins. Shinobi, Probotector, Castlevania,

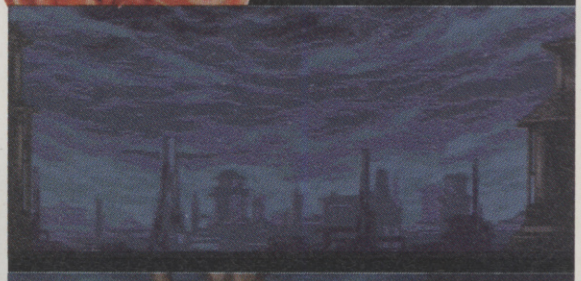


Super Ghouls 'n' Ghosts, all these games tested our games-playing prowess to the limit – not like your Alien Vs Predators and your Rise of the Robotses. Proper games with plenty to play and millions of evil, little, enemy sprites biting your ankles. Aah, they just don't make 'em like they used to you know. Unless you count Hudson Soft's new title Hagane, that is.

Hagane has been designed with the mature gamer in mind. There's none of your fancy frippery and game engine poncery, just a side-on view death marathon with occasional skit of hardware scaling and rotation. What's more, it's very possibly the hardest game to ever ever arrive on the Super NES.

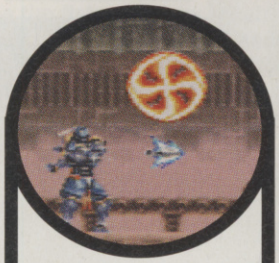
But let's not get ahead of ourselves, eh? My brain isn't quite what it used to be. You'll be wanting to know just what a nice young man like Mr Hagane is doing roaming evil alien universes maiming and slaying. Well, it all has something to do with a slight disagreement outside of a Kosmic Kebab franchise late one



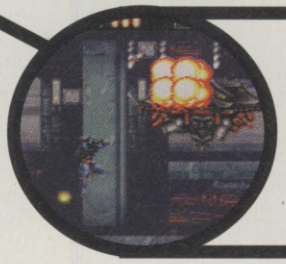


SEIRYUU SWORD
The sword has a very limited range, but it's very powerful, hacking the majority of foes to their stumps with one or two hits. It also has the advantage of not requiring any ammunition, so you're never going to run out of sword power.

GENBU CHAIN
A good length of quality chain with a whacking great death-inflicting barb on the end is the best way of describing this instrument. Like the sword it has infinite charges, but what it makes up for in range (good) it loses in power.



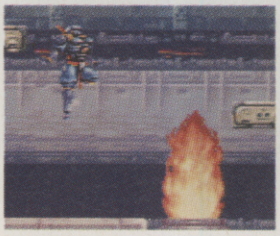
SUZAKU SHURIKEN
Rapid firing, long ranged and not shabby in the power department. They are probably the best all-round weapons. Sadly, you're limited to a maximum supply of 99 of the blighters, so you're constantly renewing your collection.



BYAKKO BOMBS
Thrown like hand grenades, Byakko Bombs are tricky to aim. However, once they land and explode anything in the blast area is damaged. Keep collecting those icons.

▲ More full-on space cruiser action.

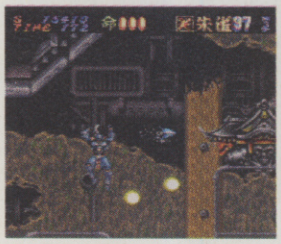
▲ That big grey thing is actually a space cruiser which you have to destroy.



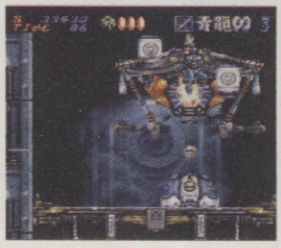
continued from previous page

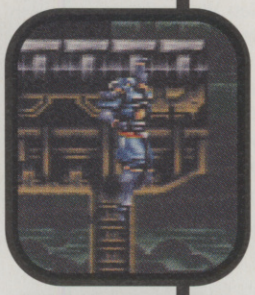
Saturday night in the depths of space, where there isn't much to do once the pubs have shut. Hagane happened to eye up someone's chips the wrong way and... well, you know how these things develop. The next thing you know he's on a suicide mission to rid the entire of infinity of evil.

And how does he go about that? Why he heads for the nearest side-on view platform terrain, saddles up with mega weapons and commences to blast the crimminy from out of a variety of enemies, each of which have their own weapons and attack patterns. Like back in the old days the player is required to learn the offensive methods of his villains and react accordingly – although this is made a lot harder when you have six different types of enemy on screen at once and you're standing on tier-level platforms. Plus, not all of the opponents you face are the same size as Hagane. Giant space attack craft fly on to the screen and start a-shootin', dropping gun-totin' space attack warriors as they go, enormous carnivorous sandworms burst up from the ground and gigantic robot samurais breathe evil fiery breath at you.



▲ Hagane confronts the evil Pagoda Man – Dwelling From Beyond the Stars.

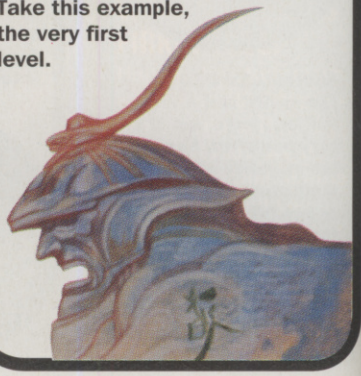




A GENTLEMAN A SCHOLAR AND AN ACROBAT

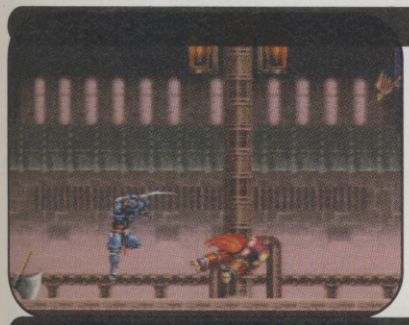
There's more to Hagane than shooting guns and killing people. He's also an agile type too. Faced with environmental adversity Hagane has a number of tricks up his armour. If a platform seems a little too high to reach, The H-ster can grab hold of the bottom of it before launching himself up on to the level in question. While he's hanging on the bottom Hagane can fire his weapons or even swing hand-over-hand to the right of left. If that doesn't get you anywhere you can try using the Genbu chain as a grapling hook, launching it into the ceiling and pulling Hagane up to the heights. If you're still stuck, jump towards the nearest wall and keep the jump button held down. Hagane now bounces off every wall and platform edge he makes contact with, rebounding higher each time. Sometimes there's more than one bouncy route to the top – some of which land you in extreme danger. The most commonly used move, however, is the sideways jump. Jump up in the air, hit the jump button again in mid-flight and Hagane rolls up into a ball and flies sideways for a short distance (or until you release the jump button).

The initial premise of Hagane might be pretty dated and formulaic, but the levels contained therein are anything but. Each stage (of which there are five to a level) goes out of its way to be different from the last. Take this example, the very first level.

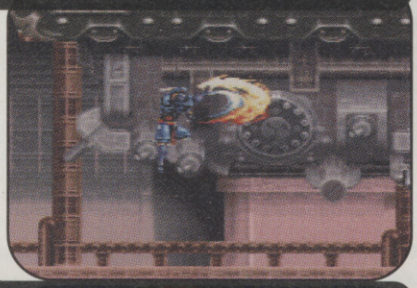


HAGANE

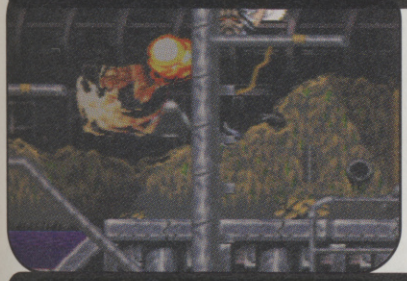
STAGE ONE



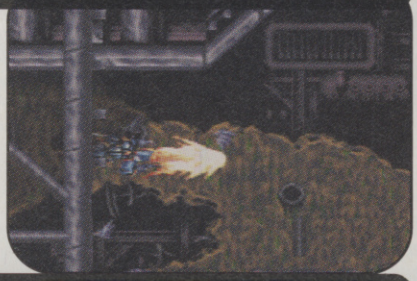
No need to worry about getting lost on this stage. Hagane runs from left to right over an undulating floorscape doing battle with the various nefarious creatures dwelling there. At two points during this stage an enemy troop carrier hovers into view and commences an attack. Not good.



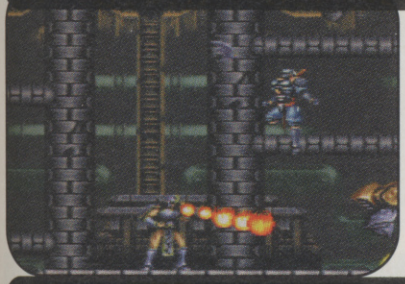
STAGE TWO



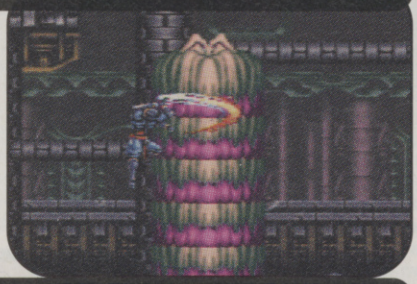
Down in the sewers Hagane confronts an assortment of giant brains on insect legs, morphing blob-people and bomb-dropping hover drones. All his bouncing and gripping skills are used to the full to negotiate the dangerous slew of pipeways which leads to the exit.



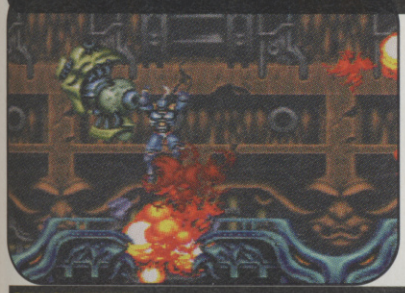
STAGE THREE



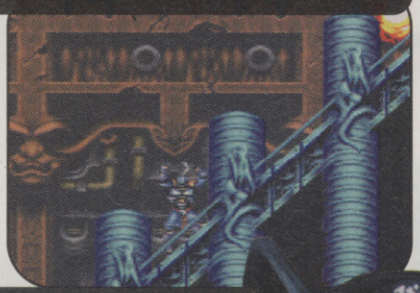
Outside again for the battlements stage. There's a lot of climbing and a number of stashed bonuses if you want to look for them – and we recommend you do. Other than that it's all flame-throwing ninja danger and eerie atmospheric graphics all over the blimmin' place.



STAGE FOUR

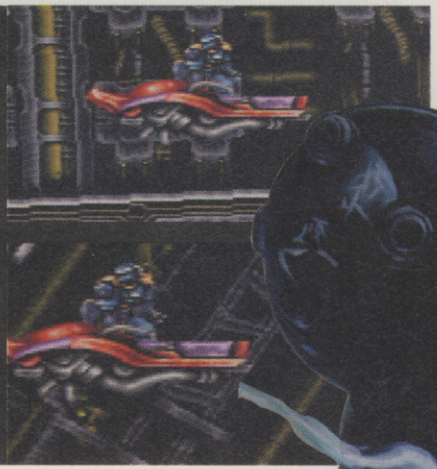


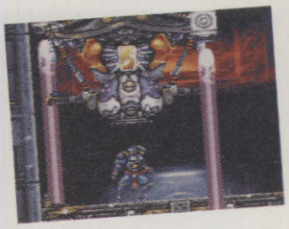
This stage scrolls from right to left. Constantly. Very fast. There's no time for fighting, so you have to concentrate on dodging the enemies. Every so often a section of the bridge on which you're running is blown up, or runs out, and if you fail to jump over these, you're very dead.



STAGE FIVE

This is the Boss stage. A tiny mad priest hovers into view and takes control of the screen-filling samurai statues on either side of you. Hagane must dodge the fists and fiery breath of the samurai as well as the magic homing missiles launched by the evil vicar. Once you've hacked the floating Deity-botherer sufficiently his nefarious machinations are destroyed once and for all. Hooray.





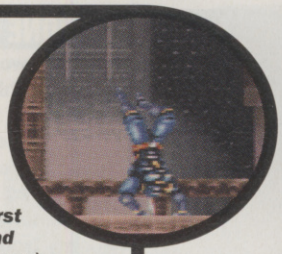
▲ *What a scary alien construct.*

▲ *Hagane's grenades come into good use.*

▲ *This level moves at a million miles an hour.*

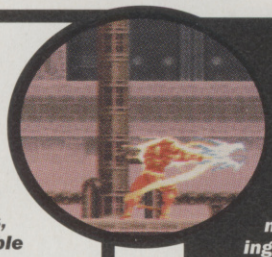
▲ *A narrow scrape for our hero this time.*

SOMERSAULT KICK
Another Blue level magic attack. Press the jump button at the appropriate juncture and the man himself swirls his metallic body through the skies, spinning his demented blazing magic toes into the squelchy bodies of his adversaries.



SOMERSAULT
Pressing the L or R button flips Hagane in the appropriate direction. If this happens to be the direction in which he's facing, keeping the button pressed powers up his Magical Whirlwind Flip to first blue level (he turns blue) and then Gold (guess what happens).

CHARGING PUNCH
Press the attack button whilst Hagane is flipping over and, once the initial manoeuvre is finished, our lad charges forward with one fist blazing, after which he somersaults backwards once. This is useful against single large opponents, but can easily land you in trouble against numerous smaller ones.



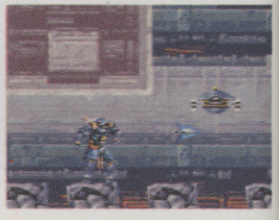
JACK YOUR BOOTY

Flip, rebound punch, flying kick, tiger magic, somersault kick, head stamp, Hagane is something of a space ninja and as such is a bit of alright in the fisticuffs stakes. He has more moves than we're capable of listing here, but we'll give you a rundown of the better ones.

FLYING KICK
A blue level magic attack. Press the attack button while Hagane is flashing blue and watch as he shoots forward, foot outstretched, at head height. This is a pretty fast attack which is capable of ploughing right through straight lines of foes.

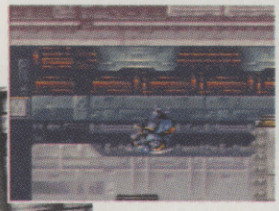
CHI-KUNG BURNING TIGER MAGIC
The most powerful of the lot, but also the hardest to aim, is this Gold level move, activated by pressing the attack button after the correct number of spins. Hagane lands on his knees, slams his mighty sword into the ground and conjures up a force of fiery hell-blast of Chi-Kung Burning Tiger Magic which surrounds the master and annihilates anything caught in its radius.

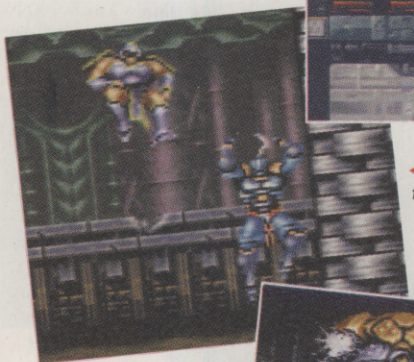
MURDEROUS BLAZING SPIN
This move takes a bit of time, as it's a Gold level magic attack. Once you've garnered sufficient power (and are flashing gold) press the jump button. This is really a glorified version of the somersault kick, but is more powerful, moves faster and has a wider attack spread.



▲ The robot drone there looks harmless enough, but it's a real pain.

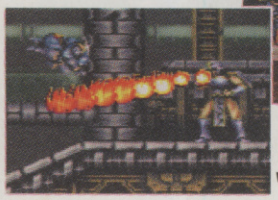
Hagane takes a brief respite from the general death-dealing. ▶



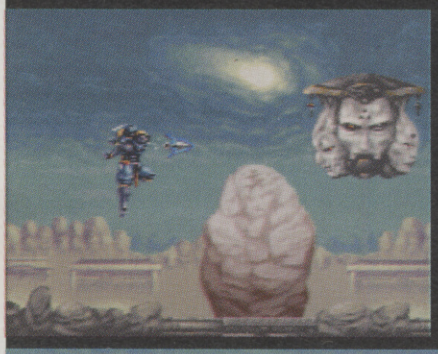


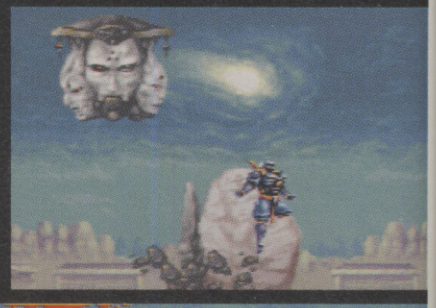
◀ Helium-filled floating valkyries are a constant threat.

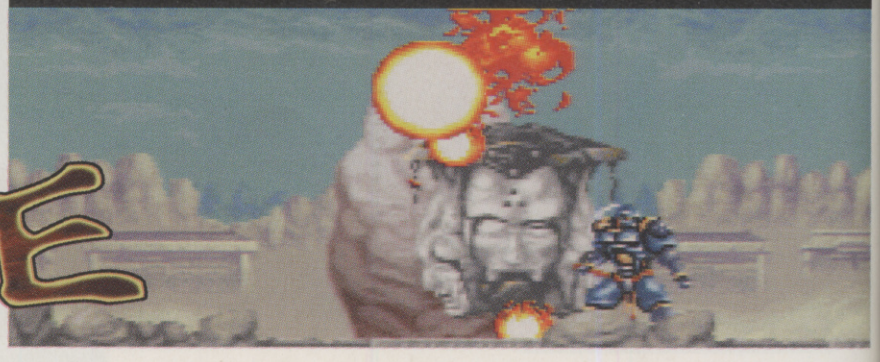
I don't envy him being in that position. ▶



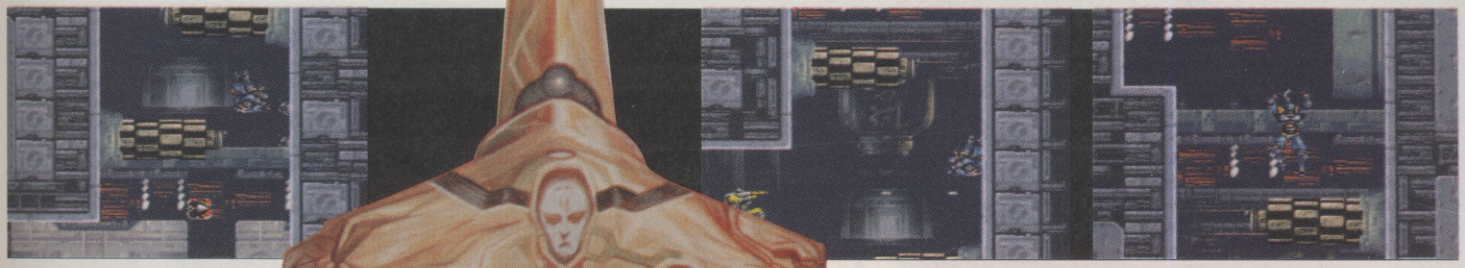
◀ A swift double jump is what's needed here.

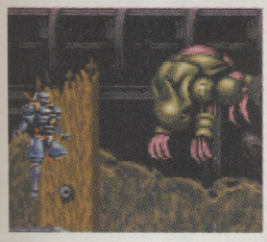




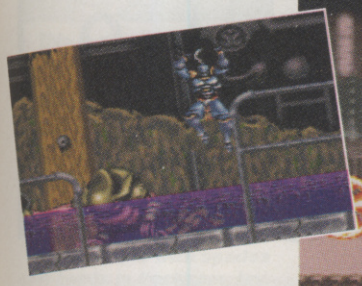


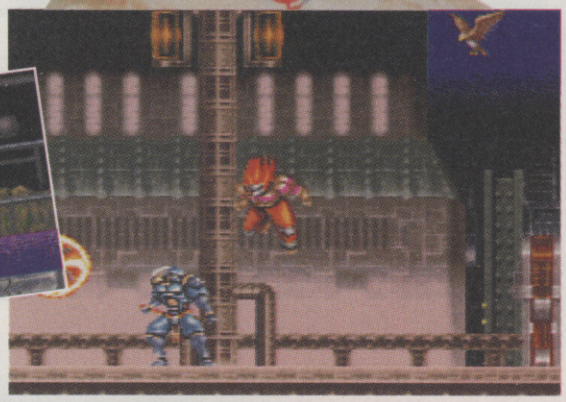
HAGANE





▲ Aieee! It's a killer mole!



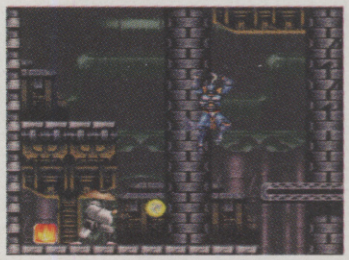


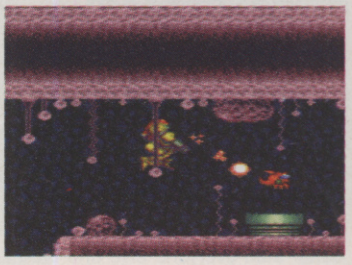
▲ This is actually one of the early bosses, not a mole.

HEAD TO HEAD

HAGANE VS SUPER METROID

Super Metroid made an enormous impact last year, primarily because it was known to be huge in size and rock in hardness. However, most of the challenge came from the puzzles and amazingly complex level designs. With Hagane, which is of similar toughitude, the challenge stems more from the arcade elements of shooting, dodging and platforming. Personally, we like Hagane better, but only a little bit. It's loads more violent.





▲ A Freudian nightmare bursts on screen. Quick Hagane – save your psyche!

SECOND OPINION

I still rate Super Contra as one of the best SNES games of all time – and while Hagane's superb, it doesn't match up. One thing it is, however, is tougher. I'm not what you'd call crap at games (at least not to my face), but I really came unstuck with this. It's almost too bloody tough for its own good, but it gets away with it by being so generally ace. It's been a very long time since the SNES has seen an action game this good.

MARK PATTERSON

VERDICT

SNES

Hagane doesn't look overly exciting, mainly thanks to its adherence to what was once a famous Nintendo style of gaming. But don't let the lack of any major graphical frills put you off, this is a superb game. Hagane is absolutely non-stop action all the way, with a level of difficulty we haven't seen on the SNES in a long while. Certainly not for novice gamers, that's for sure, but Nintendo vets should seek this one out immediately as soon as Virgin launch it offocially over here.

RAD AUTOMATIC

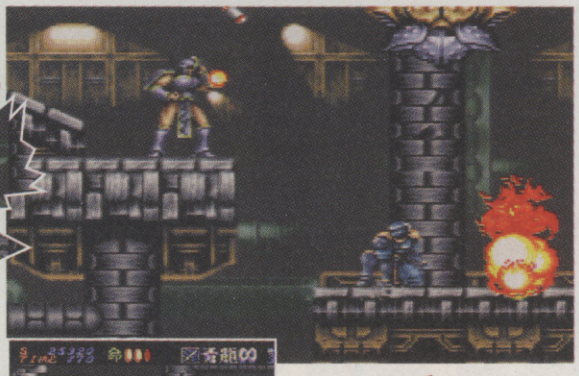
GRAPHICS	81
SOUND	93
PLAYABILITY	95
VALUE	77

OVERALL

91

▲ A nasty little trap in evidence in this shot.

Jumping on pagodas is a treat Mr Hagane enjoys a very awful muchness ▼

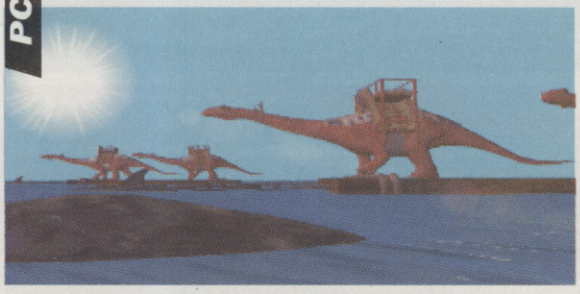


▲ Bounce off the left-hand wall to dodge the imminent fireball coming your way.

PC CD-ROM

■ Adventure ■ Virgin
■ £34.99 ■ Out Now
■ No other versions available
■ CD32 version planned

It's turned out nice again, hasn't it? There's nothing like a bit of sunshine to cheer the spirits when you're feeling down. ▼



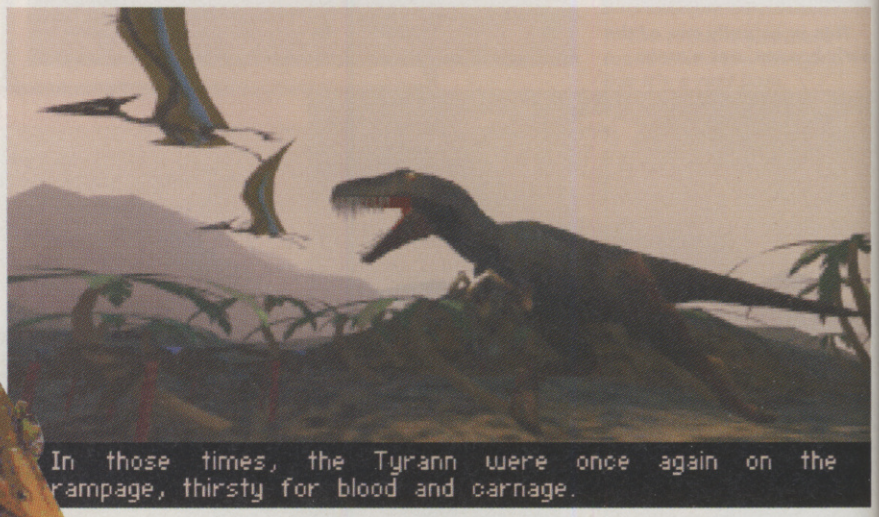
lost eden

Let's face it, dinosaurs are damned sexy. And if you've got the hots for a spot of 'saurian action, get yourself down to Lost Eden...

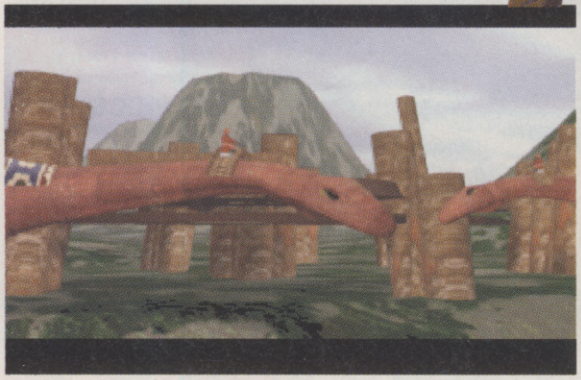
This latest dino game is French, and like a lot of French games, Lost Eden is a bit on the weird side. The story is set on the mythical planet of Eden, where humans and dinosaurs are engaged in a long-running battle for supremacy. Apparently, us humans used to get along with our talking dino buddies (yes, I really did say that dinosaurs talk). Just fine, that is, up until the time when the Tyrannosaurs (Tyranns) decided they were better than everyone else and tried conquering the planet. It was then that the rest of the dino populace teamed up with the humans and helped them build large citadels to hide in. But then a king came to rule who didn't like any dinosaurs, and so the humans and the dinos had a big falling out.

When the game begins, all but one of the citadels have been destroyed and the Tyranns seem to be winning the war. Your job, as Prince Adam, heir to the last surviving citadel, is to repair relations with the overgrown lizards, rebuild the citadels and put a stop to the Tyrann threat. So off you trek with your Pteranodon chum, Eloi, to start doing your PR bit for mankind.

As with most adventures, progress is made by solving puzzles, talking to people (or dinosaurs, in this case) and exploring the land around you. You can appease the pissed-off lizards by presenting them with gifts, which is not difficult if you've played adventures before. Basically, the game has an absorbing storyline, some of the most stunning graphics you'll have seen on a PC and a mesmerising soundtrack. You can't fault its presentation, but Lost Eden is a bit too easy and the puzzles are rather repetitive.



▲ *From the beautiful rendered intro to the atmospheric music, you can't doubt that this game is top-notch in terms of presentation. Shame that it's just so damned repetitive.*



▲ *When you've managed to get the brontosaurs on your side, they'll help to build citadels in the other valleys.*

THE DINO GANG

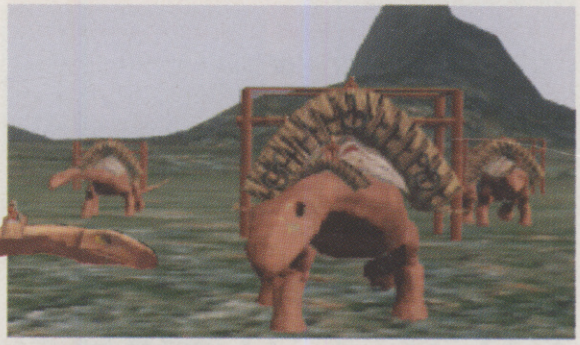
The Tyrann are the real baddies – they don't like humans or other dinosaurs much, except as a tasty snack. Best avoided, I think!

The brontosaurs are the builders – give them a nice present and they'll help you to build a citadel or two.

● GAME BY CRYO ● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

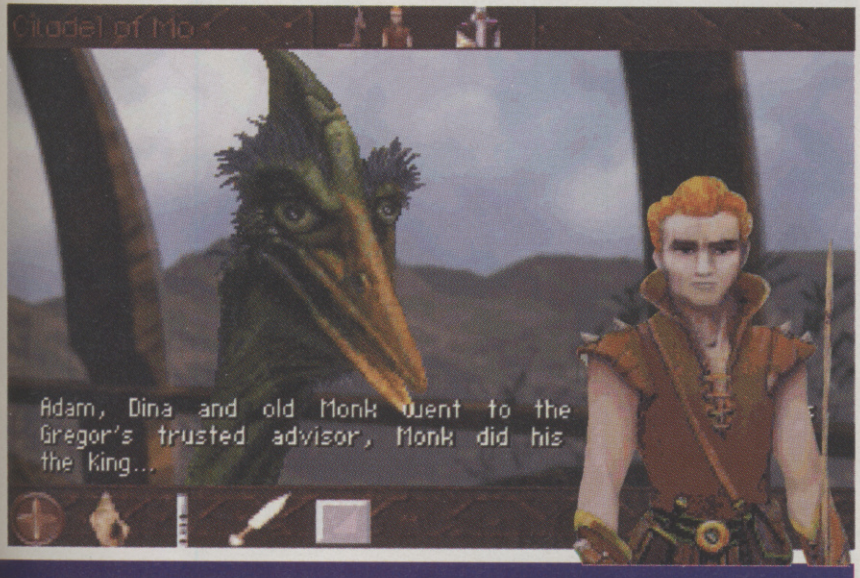
◀ Yes, it's a map. Click on the place you want to go to and you're treated to a gorgeous animation of dinosaurs trekking across the plains. Well, it looks great the first few times, but on your umpteenth trip it starts to get just a little boring...

Blimey! Dinosaurs with roof-racks! You'd never get me up in one of those things! ▼



▲ This is your party of adventurers – you're the ginger git. Click on yourself to bring up the load and save game screen.

This character is asking ▶ why you keep looking at her funny. Well, it might be because you don't get many people with spades for heads in Peckham, luv.



▲ This is your old man, and by God! That's one hell of a beard. The king is a reasonable sort, provided that you can persuade him to let you out of the palace to explore.

◀ Eloi, your helpful flying buddy, will stick with you through thick and thin, and pops up every now and then to narrate the story.

VERDICT

PC CD-ROM

There's no doubt Lost Eden is a a bit of a looker. The scenery is stunning, the animated dinosaurs are almost Jurassic Park standard and the rendered cut-scenes look good enough to eat. Unfortunately, the game itself is a little on the simplistic side, with repetitive puzzles and not enough in the way of real brain-teasers. This would make a superb first adventure for anyone new to the genre, but if you're a tired old veteran of PC games you might find that it doesn't quite satisfy you.

CAL JONES

GRAPHICS	94
SOUND	97
PLAYABILITY	70
VALUE	80

OVERALL

79

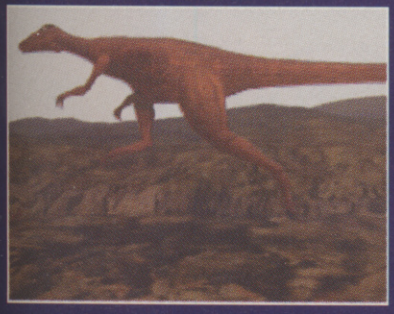
COMING SOON

CD32

- Lost Eden
- Virgin

The only major software company who are actually doing a CD32 game. Expect more or less the same game, if Virgin does get round to releasing the title it'll be a first.

- EXPECTED RELEASE: JULY



The raptors, rather strangely, are good guys in this game. These ferocious fighters will take on the Tyrann for the right price.

Apatosaurs are very useful for transporting you around the world of Eden. All you have to do is flag one down and hop on board.

MEGA-CD

Beat-'em-up ■ Sega
£44.99 ■ Out Now
Mega Drive version available
No other versions planned

eternal

Put all thoughts of the cartridge version of Eternal Champions out of your mind, this isn't a B-grade beat-'em-up – it's bloody violent and fantastic.

CVG HIT!

Just when the Mega-CD thought it was safe to pack up its little CPU and toddle off to the Sunshine Home for retired consoles, this CD comes along and makes you wonder that, if it had appeared three years ago, the Mega-CD might have had a better time of things.

It's not that the game breaks into any new territory, far from it. Eternal Champions relies on every tried and tested formula in the book. Combos, fatalities, hidden characters, blood, it's all in there. And that's what makes the game so great. there a Apart from the basic gameplay, the sheer wealth of things to uncover puts it apart from anything else out there at the moment. It's so huge. This is the first time anyone has bothered to produce a beat-'em-up that's actually taken advantage of CD technology.

While it's not quite as playable as Street Fighter or MKII, what Eternal Champs does offer is more gore, more characters and more moves, along with tons of really decent, and for once relevant, FMV sequences. It really does give you a reason to sit down and play the game through with each of the characters, and then go back again to find all the stuff you've missed. Although the competition isn't stiff, this is probably the best Mega-CD title Sega have produced.

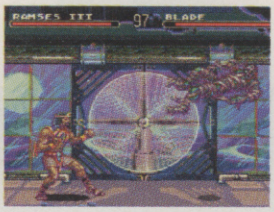
She's forever blowing bubbles. Bet she could play for West Ham

Don't turn your back here you Dil. Didn't you learn anything in the Unrealistic Combat School?

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

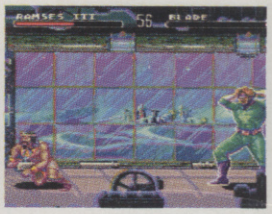
▲ Find the cheats and bash them in here.

▼ It's Break Dance the Movie all over again.



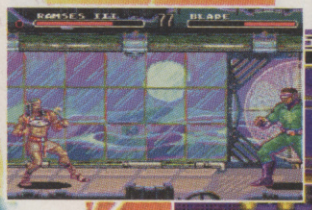
▲ Guess where the death move ends up here?

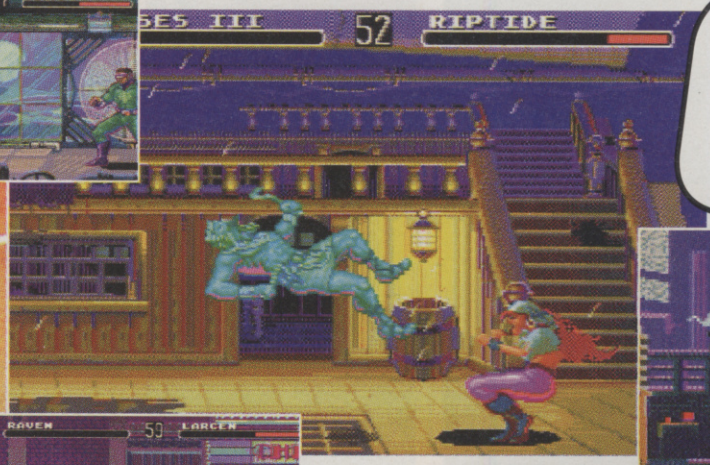
▼ All these – and eleven hidden characters too!



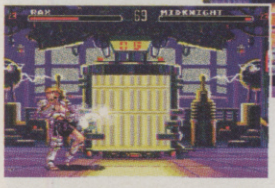
▲ Now be good boys and don't break anything.

champions cd





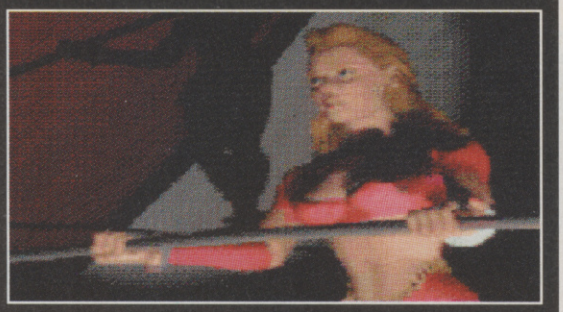
▲ Remember Little Blue? That's him, that is.



▲ Smell my socks of doom. Sniff deeply. Experience the Cheese.

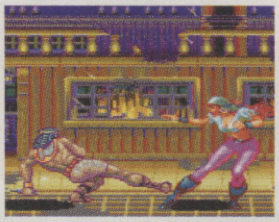
STORY TIME

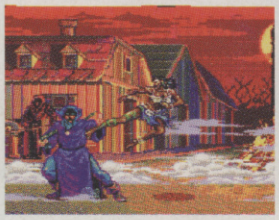
The FMV sequences are, for once, actually very watchable. They show how the characters were plucked out of time at the moment of their death by the Eternal Champion, and when they lose a fight it shows them being returned to meet their doom. The rendering is excellent and, surprisingly, not at all devalued by the Mega-CD's crap Cinepak technology.



Wake up and smell the cheese, Ramses eye-eye-eye.

▲ Aren't the graphics nice? All done in an awesome 64 colours.



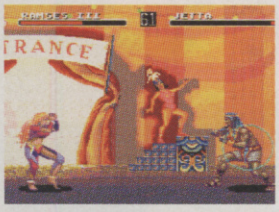


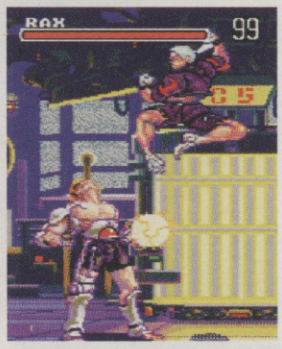
▲ Nice cloak mate, shame about the pixie boots though.

▲ Loads of special moves 'n' stuff. Wonderful.

26 Metres and I didn't touch the board. It's got to be a new world record.

▲ Oh come on, a tatty nappy's hardly good fighting clobber.





▲ Right, shove a bit of cherry polish on that and I'll bung you a fiver.

VERDICT

MEGA-CD

You name it and it's in Eternal Champions CD. Fatalities, specials, juggle combos, gore and small animals. What more could you ask for? What really gives the game a decent lifespan is the untold amount of secret features it contains, everything from 11 hidden characters to more finishing attacks than in every other beat-'em-up combined. This is a really superb example of how to make use of the space a CD affords. It may crank up the development time, but the wait's been well worth it.

MARK PATTERSON

GRAPHICS	84
SOUND	85
PLAYABILITY	90
VALUE	93

OVERALL

92

CVG HIT!

CD-i

■ Shoot-'em-up ■ Philips
■ £39.99 ■ Out Now
■ No other versions available
■ PC CD-ROM version planned

Destroy the alien hordes, save the galaxy from destruction, and be home in time for tea!

CVG HIT!

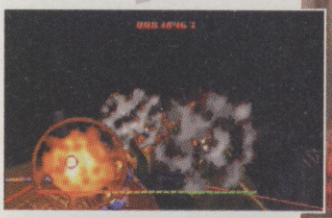
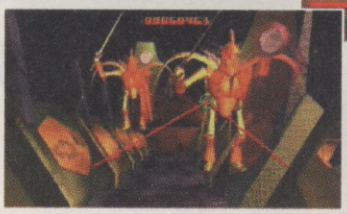
chaos control

Chaos Control is, without a doubt, THE most graphically stunning game that I have ever clapped my beady little eyes on. The graphics have all been rendered on a Silicon Graphics workstation and it really shows. If you don't believe me, then look at the screenshots. "But what about the game?" I hear you cry. Well, I would never describe Chaos Control as brain stretching, but boy is it fun! The plot is pretty much bog standard; Aliens want to invade Earth and turn it into a huge greenhouse for their own use. It's up to you as the the world's greatest pilot and all-round good egg to stop these foul, and kick their smelly alien bottoms all the way back to wherever they came from.

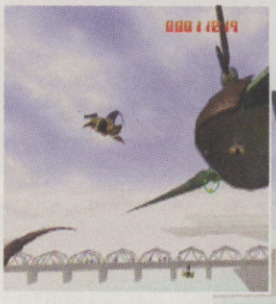
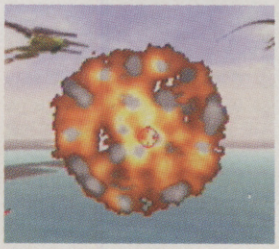
Unfortunately, you don't actually control the flight pattern of your ship, just the targeting cursor. But believe me, with the amount of action that is going on at all times, it would be nigh on impossible to shoot and drive at the same time. As for the sound, it is up to scratch with CD-quality speech and stuff. Chaos Control is not a step forward for gaming, more of a very enjoyable skip sideways.

INTROTASTIC!

Chaos Control features some very nifty visuals throughout the game. But the most breathtaking stuff has been put into the introduction and story links. The screenshots don't do the game justice. You have to see everything in motion to appreciate it.

▲ *Maybe this is more like the way Starblade should have looked.*

▲ *Finally the CD-i gets a decent shoot-'em-up.*

▲ *In Chaos Control you go by the following criteria... if it moves shoot it!*

Silicon Graphics rendered backgrounds make this game look the business. ▶

ALTERNATIVE

3DO

■ Starblade
■ Panasonic/£44.99

Similar in to Chaos Control, Starblade is a conversion of an arcade game of a few years ago. Guide your ship through loads of levels blasting everything in sight. Looks very dated now though.

■ ISSUE 161: 60%

VERDICT

CD-i

Chaos Control has got some tremendous visuals and sound. Admittedly the game is quite linear but you soon forget that as blasting away at the alien sprites is just so much fun. This title will never win awards for challenging gameplay, because it never pretends to be anything more than a good, old-fashioned shoot-'em-up. If Philips keep this up, people will soon think of CD-i as a games machine as opposed to a multimedia machine. I can't wait for the PC CD-ROM version.

MARCUS BEER

■ GRAPHICS	98
■ SOUND	91
■ PLAYABILITY	90
■ VALUE	91

OVERALL

91

● GAME BY PHILIPS ● CONTACT PHILIPS (0171-911 3094) FOR INFORMATION

SNES

■ Shoot-'em-up ■ Ocean
■ £44.99 ■ Out Now
■ No other versions available
■ No other versions planned

This game brings a whole new meaning to the phrase 'getting tanked up' doesn't it? No? Ah well. ▶

super turrican

In the continuing efforts to push back the frontiers of video gaming, Ocean release yet another souped-up version of... Turrican?

CVG HIT!

On a far and distant corner of the galaxy, a small star system floats on the edge of a black hole. Suddenly, the tranquillity of the peaceful system is shattered as the menacing hordes of the evil Machine attack from nowhere. The attack is swift and brutal, no chance is given for retaliation. But, a few pleas for help are broadcast and float pitifully across the darkened void. They are picked up by the space cruiser USS Avalon, the flagship of the United Freedom Forces. Three ships are dispatched to battle the... Oh stuff it, I cant put up with this any more.

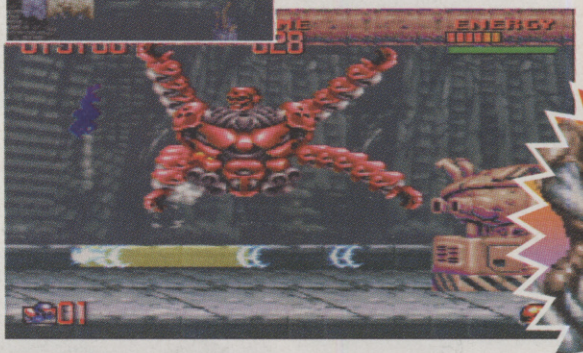
This is Super Turrican 2, and the plot for the game seems to have come from Naff Rent-A-Storyline Ltd. of Clacton. Basically, it's a cross between Super Probotector and Super Star Wars, you run around, shoot anything that moves, collect power-ups and shoot everything that moves again! There are loads and loads of levels to work your way through, with end-of-level bosses to beat and bonus gems to collect. There are also various modes of transport left lying around, and these can range from rocket spewing tanks to speeder bikes à la Return of the Jedi. Actually, most of the stages seem to have been inspired by one Star Wars film or another. For example, the very first level is set on a sandy Dune world, with a huge Sarlacc-type monster as the last boss to beat on that stage. Kill all the monsters and free the galaxy from tyranny!

I LIKE TO MOVE IT!

There are four modes of transport available to you at varying points of the game. They are; TANK, BIKE, CLAW GRAB and good old Shank's pony! (On foot basically.)

◀ Here I am, just hanging around with a large robot thing looking at me!

Collect all these jewels, and be rewarded with an extra life! ▶



▲ Could it all be about to go pear-shaped?

My, what long arms you have. And you're ugly too. ▶

PUMP IT UP

No shoot-em-up would be complete without the now obligatory power ups, and Super Turrican 2 is no exception. Here are beauties in question...

HEART – Speaks for itself really, health power-up.

MISSILE. Yet another blatantly obvious power-up, this one gives missile capabilities.

● GAME BY OCEAN ● CONTACT OCEAN (0161-832 6633) FOR INFORMATION

2

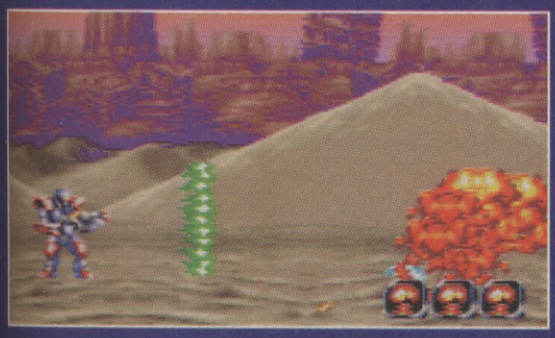
▲ Blue moon... you saw me standing alone... except for a huge mechanical beast over my head!

▲ The latest weapons that money can buy, but can they stop sand getting in your shoes... No!

▲ This long yellow thing is called a laser. Shoot it and watch the aliens fry!

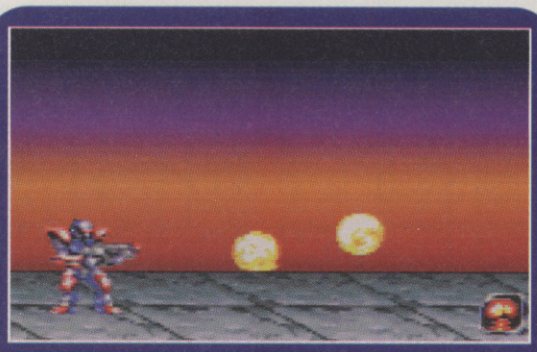
Oi, did you spill my pint? Oh yeah? Then cop some serious multiple action matey! ▼

▲ See that grey and red thing in the middle of the screen? Well, that's the power up store. Shoot it and there are more power-ups than you could shake a stick at.



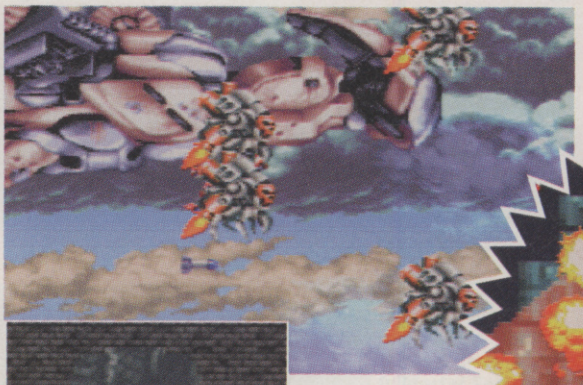
GREEN MULTIPLE. This one spews out green destruction at a 45-degree angle. Good to start with.

RED FLAME. Plenty of destructive power in this one, but a bit too slow and awkward. Avoid.

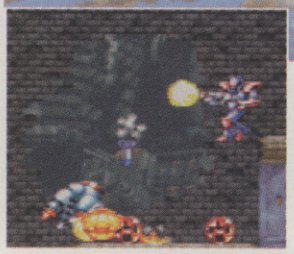


YELLOW REBOUND. White hot! This is far and away the best weapon. Once fired, the big yellow balls bounce around the screen looking for something to flatten.

BLUE LASER. Not bad! Guaranteed to destroy everything in its path.



◀ Swing from the belly of the jet, and kill all the bad guys. Sounds easy eh? WRONG.



◀ Hi, my name is Turrican and I've got a weapon that fires large yellow balls.

▲ Spiderman, Spiderman, does whatever a spider ca... OOPS. Wrong game!

VERDICT

SNES

When I was handed this game I groaned, I could just picture it – another out-dated shoot-'em-up with little or no new features. And I was right! The graphics are good, but similar to Super Metroid, while the sound is average. But just as I was about to give it a slagging, I discovered this game is very, very playable and enormously addictive. The difficulty level is progressive (a bonus for crap shoot-'em-uppers like me!) and the controls are easy to master. All in all, one to be recommended methinks.

MARCUS BEER

GRAPHICS	84
SOUND	82
PLAYABILITY	93
VALUE	90

OVERALL

90

PC

■ Beat-'em-up ■ Acclaim
■ £39.95-49.95 ■ Out Now
■ Mega Drive, SNES, 32X, A1200, Game Gear and Game Boy versions available
■ No other version planned

Please don't make me do this. I'll pay you, anything, I can't review MKII again. There isn't anything else to write about it, there really, really, isn't.

CVG HIT!

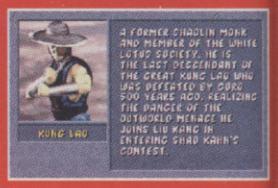
I bet Baraka's a really nice guy. If he had a party, right, you'd expect him to have eyeballs on cocktail sticks and suspicious-looking sausages that weren't sausages at all. Oh no, Baraka would be a traditionalist with cheese and pineapple on a stick and a couple of games like Outburst and Triv' stashed next to the sofa. And Mrs Baraka would be there talking to Jade and Mileena and everything.

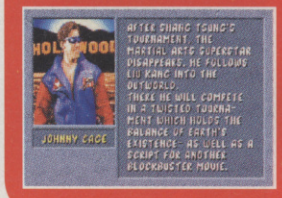
Alternatively he'd probably rip their spines out as they walked through the door of his doom-portal in Poplar, then use their innards to fuel the unnatural alien pods in the basement where he's breeding all the new Mortal Kombat characters.

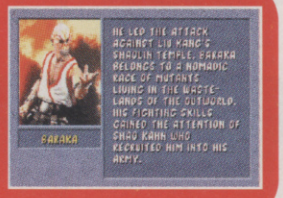
Who knows for sure. One thing's for certain, the PC version of MKII is probably the best of the bunch. For some reason, though, it requires a fairly powerfully specced machine to run on (we estimate a 486 33Mhz or above) to run on. No problemo if you've got one, but the rest of you PC-owning types – well, hardy, hardy, ha.

ARCADE PERFECT?

PC MKII is as close to the coin-op as you could ask for. Almost every feature has been reproduced faithfully, including the graphics and sound plus all the characters, including the secret ones, are in there.







Noooo, this is how you dance to Knees Up Mother Brown. Fool. ▼

mortal

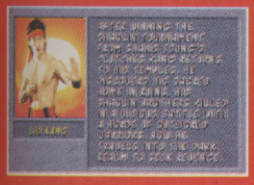
▲ ***Liu Kang undergoes a painful prolapse at the hands of Reptile***

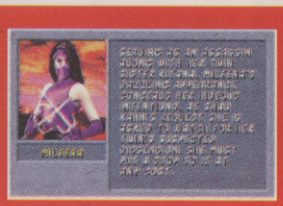
▲ ***Coo, it's got shadows and everything.***

Stitch that Rayden, you rice farming weirdo. ▶

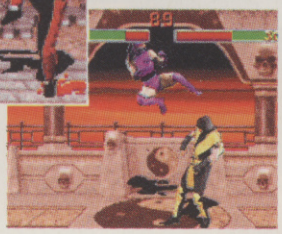
▲ ***All the special moves from the coin-op are featured, along with fatalities, friendships and babalities.***

● GAME BY ACCLAIM ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION



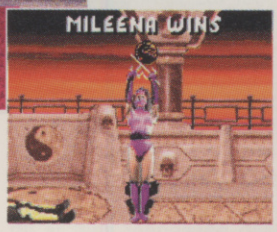


Look up, Scorpion you damn fool. You don't get many of those to the pound. Wehay, phnarr, phnarr, erk. ▼

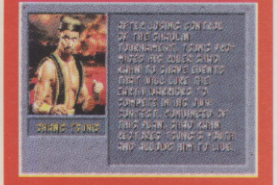


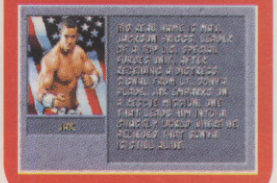
▲ OK, no one selects Jax as a character, unless they get stitched up by the random character select?

◀ Bloody Ada, bet that hurts. Still, he should be better in time to star in Mortal Kombat III. Oh no, not another MK review.



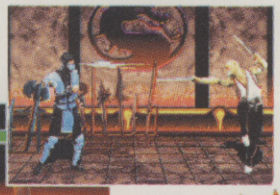
Poor old Scorpion, beaten by a girl. Bet he knows better now. Women fight dirty, pulling hair etc. ▶





kombat II

Rayden's a total arse of a human being. And he knows it. Still, he looks good in 256-colours. ▼



◀ Spit ice from your eyes! Perform the dance of the balancing maniac! All this and more in Mortal II!

Play MKII on a Pentium and it's like having the coin-op in your own home. ▶

◀ Don't try playing this game on the keyboard, it's almost impossible. Invest in a gamepad instead.

▲ Ah, a widdle baby Baraka. How cute.

▲ No wonder he wears a hat with that hair.

◀ Bet he'd go down a storm at a nightclub.

▲ Graphically, the PC version of MKII is the nicest looking version.

OTHER VERSIONS

The story here's the same as with the Game Gear version. Obviously the graphics in the 16-bit versions are of a higher quality, but everything else is small.

32X
● ISSUE 160 ● 93%

SNES
● ISSUE 154 ● 95%

MEGA DRIVE
● ISSUE 154 ● 96%

SECOND OPINION

Mortal Kombat II is one of those games which makes you happy to be working on a multiformat magazine. Just when Mark starts shouting at you to stop playing Mortal and get on with some proper work, a new version comes in and you've got an excuse to sit there and play it all over again. The PC version does nothing to tarnish the formidable reputation of this, possibly the apex of its genre. Buy it. Buy it right now. Go on. Now.

RAD AUTOMATIC

VERDICT

PC

As sick to the back teeth as I am of this game (it's been plaguing me in various forms for over a year) I still love it, if that makes any sense at all. This looks like being the final version of MKII on any format (hooray) and as a send off we couldn't have asked for more. The game is spot-on to the coin-op, the programmers have overcome the button deficiency of PC controllers (although we heartily recommend you play this with a gamepad) and all the fatalities and specials are in there. Great stuff.

MARK PATTERSON

GRAPHICS	94
SOUND	90
PLAYABILITY	94
VALUE	92

OVERALL

93

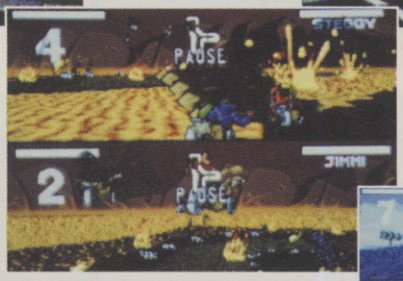
32X

■ Racing Game ■ Core Design
■ £49.99 ■ Out May
■ No other versions planned
■ PC and Mega-CD versions available

You might have thought banger racing was scraping the barrel, but this game has even older jalopies...

◀ *The Flintstones never had this kind of trouble.*

Or this kind. ▶



◀ *Check out those lovely lava splashes.*

▼ *Strangely, the icy roads are very slippy.*

Yo, big up to the primordial junglist massive! It's time to rock the dinosaur-skin style one time because we're down with those hard core bedrock-shakers of the true underground – the BC Ravers! Coming on with the original flavour of the Summer of Love 1,000,000 Years BC! Oh alright, there's only so far you can flog a pun. It's not BC Ravers at all, but (as you can probably guess from the title) another version of Core's prehistoric drive-'em-up BC Racers. We were just trying to be funny.

But enough of this merriment. BC Racers takes its cue from Nintendo's classic Mario Kart, with a variety of wacky drivers competing across a range of deceptively wacky cartoon track environments that are, in fact, dead hard. Each vehicle consists of a rock-bike and sidecar arangement, and sitting in each passenger seat is an aggressive armed pal of the driver, ready to attack anything which draws alongside at the touch of a button. Finish fifth or better in each race and it's on to the next challenge, fail and you lose one of your three lives. The better your finishing positions, the more points you earn, the object of the game being to triumph in all four leagues, each with its own tracks and escalating difficulty setting. No loud dance music, however.

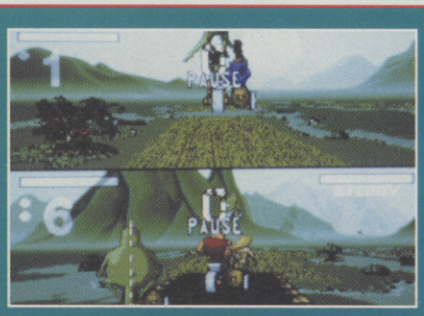
◀ *As you can see, the headlight effects on night-time levels are rather ace.*

bc racers

● GAME BY CORE DESIGN ● CONTACT CORE DESIGN (01332 297797) FOR INFORMATION

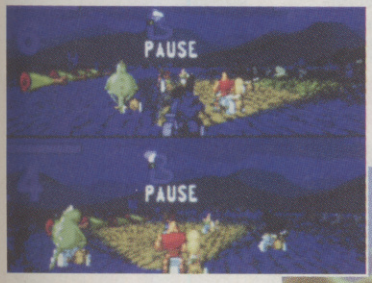
NITRO REMEMBER

Each lap completed in BC Racers earns the player a single nitro speed boost. These can be used or stored as the player wishes, although they're best employed in conjunction with the wooden bridges which occasionally festoon the dino-courses. The nitros provide your transport with a rapid burst of acceleration and speed, which is more than sufficient to launch the gyratory ensemble, right, flying through the air over a steep bridge. Obviously, this is very handy for overtaking groups of opponents and dodging tricky corners.



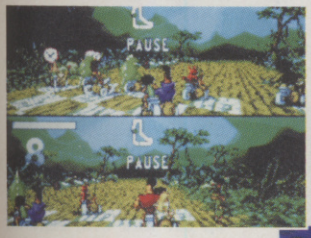
◀ *No headlights on this level, because it's daytime. That's energy saving.*

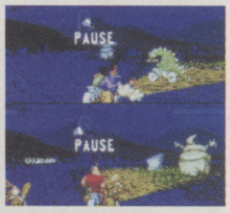
A distinct lack of frontal illumination, but there is a big dinosaur on a bike. ▶



▲ *And here's the obligatory two-player mode.*

▲ *Eat the dino legs to repair your car. And its headlights.*

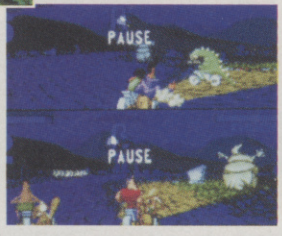


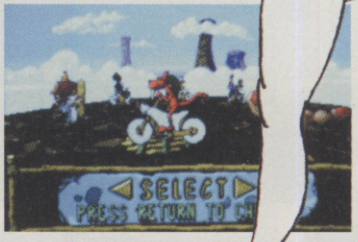


▲ *It's getting dark, but there are no headlights.*

◀ *Wahey! It's the headlights again!*

▲ *The brightness of a desert means an end to 'dip don't dazzle' crises.*



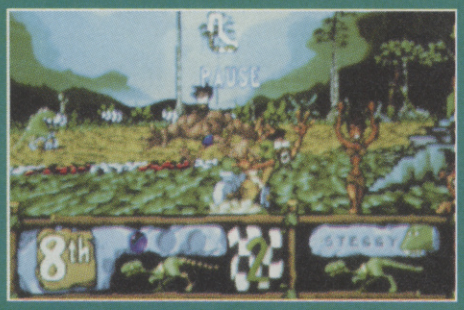


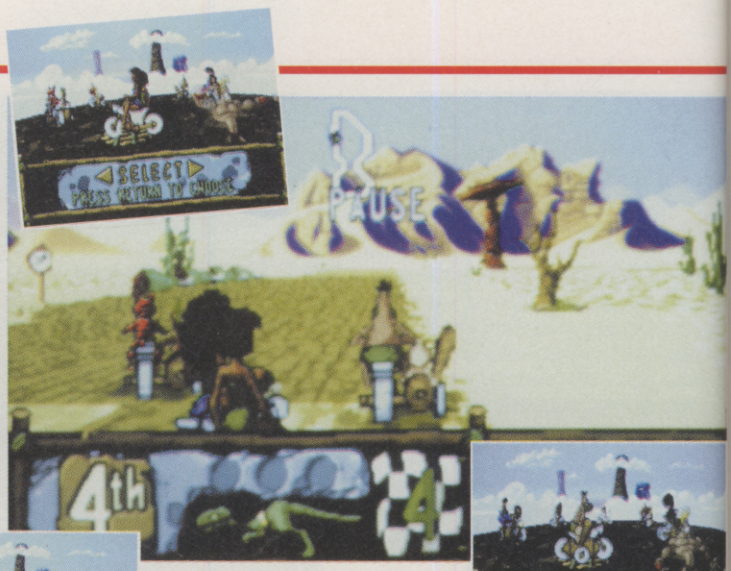
I AM MUMM-RA!

Who says the 32X hasn't changed gaming, eh? Who says? Not BC Racers, that's for sure. BC Racers features a number of elements first seen in the polygonised Virtua Racing, now implemented in full-scale sprite-o-vision. It's possible to switch between three views of varying distance from your vehicle (although not, regrettably, through the driver's eyes) to aid your driving style. Word also reaches us of a hidden Virtua-style mirror mode, which effectively doubles the 16 courses already on offer! Blimey.

WHAT'S BLACK AND WHITE AND RED ALL OVER? A BLOOD-SPATTERED ZEBRA CROSSING

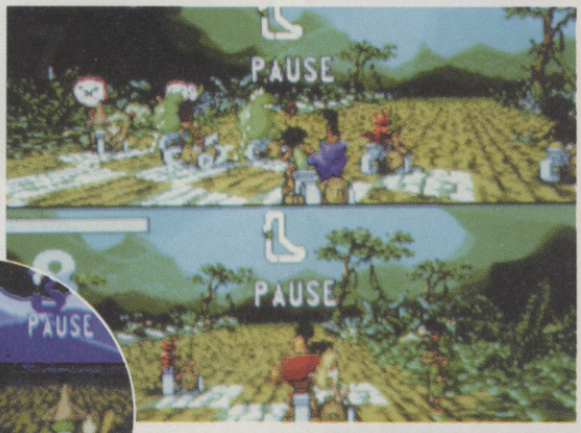
Racing games are all very well, but they offer precious little opportunity to kill and maim other drivers. Fortunately, BC Racers is a little different and allows drivers numerous outlets for their anti-humanitarian feelings. Numerous spectators stand unsuspectingly near the edge of the track. All you have to do is aim your front end at them, hit the gas and bingo – you're treated to a sampled scream as they fly over the back of your wheels looking agonised.





▲ *Have you got a headloight boy... BC Racers headloight.*

▲ *Pick the best headlights here.*



▲ *It's all go.*

▼ *How did they make the head lights?*

▲ *What a superb effect.*

A massive headlight brightens up the sky. ▼

All your favourite Chuck Rock characters are here. ▶

SECOND OPINION

I wasn't a massive fan of BC Racers on PC (and the Mega-CD title wasn't too hot either) but it looks and feels a whole lot better on a console, or rather a 'decent' console. It's a shame Core haven't managed to come up with a more inventive theme than dinos, but they seem to have taken criticisms of the previous incarnations on board and packed more into the tracks and made the whole thing far more playable.

GARY LORD

OTHER VERSIONS

The PC version doesn't quite gel as well as the new console version, and the Mega-CD BC Racers seemed to lack in speed.

MEGA-CD
● ISSUE 158 ●78%

PC CD-ROM
● ISSUE 161 ●80%

VERDICT

32X

If you compare BC Racers to anything, the obvious candidate is Motocross 32X. And it compares favourably with Sega's dirt-biking tour de farce. However, the more pertinent collation is with Street Racer (see page 80). While BC Racers doesn't provide the clarity or four-player thrills of Ubi Soft's title, it makes up for this with superior control and response. The overall feel of the game is realistic enough and the myriad tracks and skill levels should keep even single players going for quite some time.

RAD AUTOMATIC

GRAPHICS	83
SOUND	85
PLAYABILITY	88
VALUE	86

OVERALL

83

PC

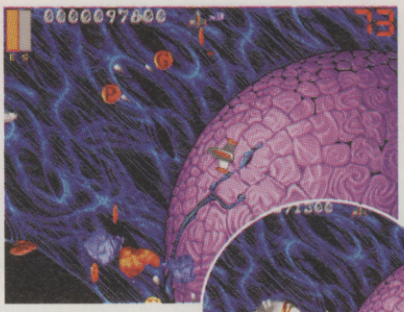
Shoot-'em-up ■ Team 17
£25.99 ■ Out May
Amiga version available
No other versions planned

stardust super edition

And on the eighth day Bloodhouse created another Asteroids clone...

Stardust is the poncey space-word for those wacky lumps of rock us terrestrials know as asteroids. They're a constant nuisance to space adventurers and require frequent, nay daily, efforts to keep them out of the space-roads. In this shoot-'em-up you play the part of Barry Parker, Stardustman. Armed with only a Dumptruckex 5000 your job is to clean up the highways of the infinite by blasting the offending stones to bits with your Wheelybinon XL5 laser cannon. As each giant floating space-brick is hit by the laser it splits into two separate, smaller rocks on different trajectories. The hardy lumps of cosmic crag continue to follow this pattern until the lumps are eventually small enough to destroy with a single blast.

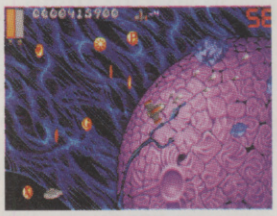
But that's not all there is to it. Different coloured rocks require different numbers of hits to split, as well as to destroy the final nuggets. Plus, rival alien space cleaning crews try their hardest to muscle in on your territory – the only way to get rid of them is to blast their feeble green hearts into oblivion. Luckily, destroyed space junk ends up as power-ups, bestowing points or smart bombs upon your little ship. Once five areas of your selected constellation have been cleared your craft is warped to the next system to test your luck there. Let's clean up this universe!

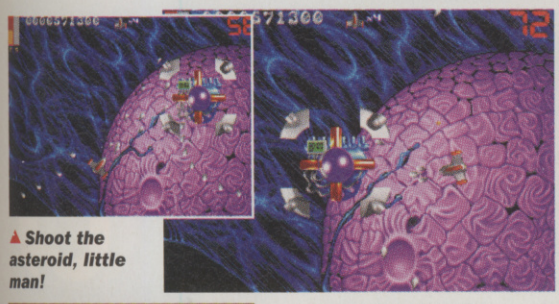


▲ Beautifully blue don'tcha fink?

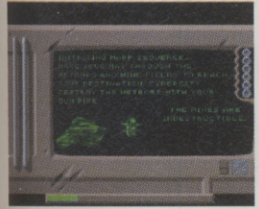
▲ Ooh, more asteroids! Shoot them too!

One of the many pretty bits. ▶





▲ Shoot the asteroid, little man!



▲ My, there's a lot to this, isn't there?

▲ Keep shooting those asteroids!

SECOND OPINION

I love games like Stardust. It's simple, colourful and playable, and had me hooked. However, what it lacks in depth should be compensated for in price, and £25 is too much. A tenner less and this would be a nice addition to the games directory of your hard drive. After all, less than a score on top gets you Wing Commander 3, and that's a game that's going to last you months.

MARK PATTERSON

THE TUNNEL OF LOVE

While the main game of Stardust is, basically, just asteroids with power-ups the warps between levels are significantly different. They're a bit like the between-level warps in Earthworm Jim, as your hyperspace bin lorry zooms through the warp tunnels at light speed dodging or blasting asteroids, mines and more evi' aliens. The speed at which you're moving means even the slightest collision with a mine (or big collision with a rock) spells doom.

VERDICT

PC

This retro-mania is all very well in other fields, but raiding games history for ideas is a bit of a bad call. Asteroids was fine when I used to play the coin-op in Kwik Save, but that was over a decade ago, and I don't really have much inclination to play it all again, even if it has got a 3D sub-game between every five levels. It's not to say that Stardust is particularly *bad*, it's just that it isn't really much worth buying, especially when you consider the ace products you could otherwise put the money towards.

RAD AUTOMATIC

GRAPHICS	71
SOUND	78
PLAYABILITY	76
VALUE	68

OVERALL

72

GAME BY BLOODHOUSE ● CONTACT TEAM 17 (01924 291867) FOR INFORMATION

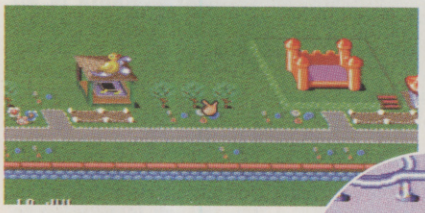
MEGA DRIVE

■ Strategy ■ Electronic Arts
■ £Unconfirmed ■ April Release
■ No other versions available
■ PC, Amiga versions planned

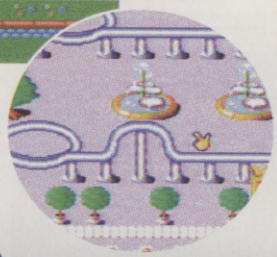
Mega Drive owners should warm up their rusty heads for this one...

Roll up, roll up, come one, come all to the grand opening of CVGLand! SEE the amazing Pie-Boy Patterson consume his own weight in lardy pies! HEAR Julie (Art Editor) – the Incredible Belching Woman! EXPERIENCE the terrifying Deadline Panic roller-coaster! It's bad, it's ugly, it's all the fun of the fair and it wants YOU! Come on, you pussies, what are you so scared of? Think some 14-year-old gippo kid is going to swing you too hard on the Rad's Dizzy Brain waltzers? Worried a skinhead with a knife is going to start staring out your candyfloss? Got a problem with glue-sniffing joyriders in general?

All regular fairground hazards, we'll admit, but nothing you'll have to face in CVGLand, oh no. That's because CVGLand is actually just a computerised simulation, a Virtual Carnival if you will, which we invented using Bullfrog's famous create-'em-up Theme Park. Having enjoyed major success on Amiga and PC Theme Park has now entered the consolular realms, hitting the Mega Drive as it has. Obviously, the limited keyboard of the MD (ie – three keys) means that a couple of the more complicated management options have disappeared. That said, no-one really bothers with the stocks and shares trading sections anyway. Apart from that, all the attraction-building action of the original code is here, hooray.



Make your roller coaster as elaborate as you like, ie plenty of dips and turns. ▼



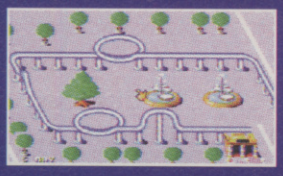
▲ *When you start your theme park remember to hire the right staff to keep the rides going, to pick up litter, entertainers etc.*

UP THE WORKERS

Running a theme park is all very well, but you don't want to have to do everything yourself. After all, a balloon sales simulator isn't exactly most people's idea of a good game. This is why you have employees, and quite some number of them. Different ones are needed to clean toilets, guard rides, entertain queues and take all that lovely cash. Sadly, the plebs working for you know exactly how much cash you make, so every year they attempt to negotiate massive whacking rises in their own incomes. This is where your arcade joystick-waggling comes in handy as you use your Dealing Paw to shake hands in agreement with your opposite from the union. In true capitalist style the object of this section is to compromise the least and save lots of cash.

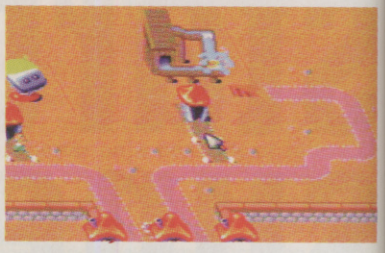
ELVISLAND (AND THE ATTRACTIONS)

You start the game with a large plot of land leased to you by the friendly government. Now this is all very well, but World of Blank isn't exactly going to be a money-spinner. So what you need are some attractions. These come in a variety of shapes and flavours, from humble ice-cream stands and bouncy castles all the way up to massive roller-coasters and monorails, which you get to design yourself. The more money you make, the better the rides you're allowed (and can afford) to install, although the cheaper ones can be extremely cost-effective if positioned properly to catch the maximum number of customers.

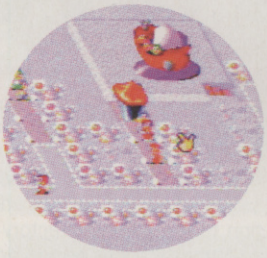


▲ *It's cheap to build your park in Europe but the USA and Japan are more costly.*

▲ *Trees help the park look more attractive.*



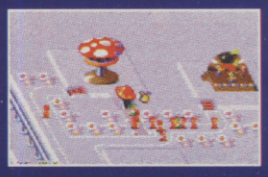
▲ *It's early days, but once your park is up and running and making a profit you should be able to sell it and move on.*



▲ *Leave enough queue space, obviously the crapier rides won't need as much as say the roller coaster.*

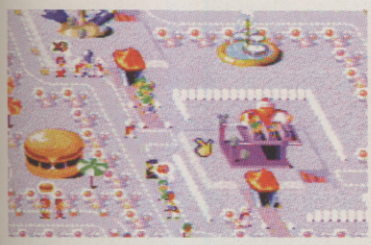
▲ *Proper, bonafido-type rides have entrances and exits so positioning of queueing is important.*

● GAME BY BULLFROG ● CONTACT ELECTRONIC ARTS (01753 549442) FOR INFORMATION



◀ *Keeping the rides cheap and the length of each one short means more peeps can afford them and you can fit more rides in each day.*

◀ *A cheap way of keeping the kids amused is the bouncy castle.*



▲ *At the end of the day it's about making money, and each of the shops has a way of fiddling more cash out of the punters.*

▲ *The cheapest food stall is the ice cream stand. Don't set them up in cold countries though!*

▲ *If you can afford the Spooky House then you'll do well as the punters love it.*

▲ *Think about where you put your food vendors, too near the loos means you put Joe Public off his food. Instead put them together, then you have all your litter in just the one place.*

▲ *Come this way theme park fans.*

MUMMY – I'M BORED

The munchkin punters unwittingly tell you what's right and wrong with your park. via a thought bubble, displaying one of a number of icons. These inform you as to whether they're happy, bored, hungry, thirsty, want a tinkle or think you're ripping them off.

ALTERNATIVE

MEGA DRIVE

■ **Aerobiz**

■ **Company/£30**

Aerobiz provoked mixed reactions on CVG upon its first release, but time has vindicated this simulation of airline management. Hard to find these days, but worth seeking out.

■ **NOT PREVIOUSLY REVIEWED**

VERDICT

MEGA DRIVE

The Mega Drive is a bit short on strategy games, so it's nice to see EA releasing the acclaimed Theme Park, which is just as smart on console as it was on computer. It's easy enough to get into but features so many gameplay elements and options it should keep you happy for months. My quibble is the lack of a decent battery save, which means you lose where you've progressed to when you turn the machine off. Other than that, Theme Park comes highly recommended to anyone with a brain.

RAD AUTOMATIC

■ GRAPHICS	79
■ SOUND	88
■ PLAYABILITY	93
■ VALUE	90

OVERALL ■

91

SECOND OPINION

Apart from being a little slower, this is a spot-on conversion from the PC original – right down to the little puddles of vomit. The control system is another thing that's translated well, although the joypad is nowhere near as comfortable to use as a mouse. Still, those aren't any reasons to fault this game which has bulldozed itself into the position of top Mega Drive strategy game. Shame it doesn't have a battery back-up, though.

GARY LORD

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AMIGA

■ Racing ■ Acid Software
■ £25 ■ Out Now
■ No other versions available
■ CD32 version planned

Racing round like a mad cow is standard behaviour in Acid's sequel to the driveaway success that was Skidmarks.

CVG HIT!

super skid

No one likes to admit it, but after a particularly dodgy kebab, or some other gastronomic disaster, we've probably all had skidmarks. So God knows what's needed to come up with some super skidmarks, but Acid Software, after their first triumphant commercial and critical success, have come up with some Super Skiddies.

The first Off-Road Racer-style car racing game was not necessarily the most beaut'-looking game, but what it did have by the station-wagon load was triff gameplay, which is what the punters want, considering the amount of time it spent in the charts. Now, originally all that was going to happen was there was going to be an upgrade, but the Kiwi-based Aciders got snowballed into creating a whole other game. What you first notice about 'Super' is the amount of tracks and the plethora of cars available. And it's the latter which gives the game its charm, with the cars having a certain Micro Machines-esque charm, plus the cars are totally cool, from Mini Coopers, to Porsches, VW Beetles and the totally surreal racing cows on coasters, but you have to be pretty deft to handle the fresians.

And speaking of Micro Machines (last paragraph, keep up) there is a multiplayer option which enables up to three players on one Amiga. The pièce de résistance though, is that you can hook up two machines and (courtesy of a four-player joystick adapter which Acid Software show you how to put together) have a massive eight player game.

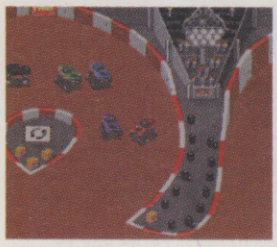
These little corrogated sections are an excellent place to try and get pole position. ▲

Yes, these are those rather bonkers cows that typify Acid's rather surreal game design. We love 'em. ▶

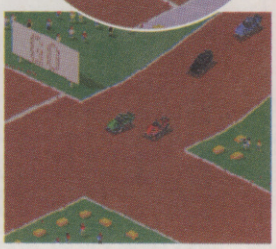
The idea is to go as fast as possible, but the trick lies in negotiating the corners and crashing through your opponents. ◀

Whatever you do don't turn left here, otherwise you're scuppered. ▼

My other car's a Porsche. ▲



Yes it's those trucks that are always on Sky on a Sunday afternoon. ▲



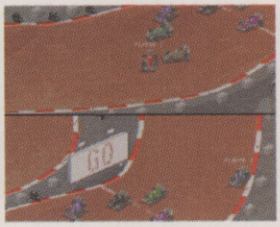
There's always an opponent to bang into wherever you are. ▲

SO, WHAT SORT OF COW YOU DRIVIN' NOW?

'Fabulous' is one word you could use to describe the new selection of motors that you can go racing, bumping, careering and ramp jumping round the courses. The formula racing cars are obviously quicker round the convoluted tracks than the likes of big fupp off trucks, which tend to have better torque. It's a good idea to take your corners wide, and if you're driving a cow, good luck, you'll need it.

● GAME BY ACID SOFTWARE CONTACT GUILDHALL LEISURE (01302 890000) FOR INFORMATION

▲ The aim is to get the buggers as they go round the bends.



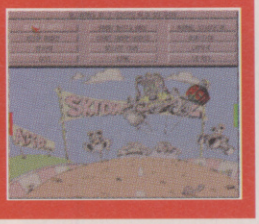
▲ Super Skidmarks comes into its own as a multiplayer game.

▲ Try and get ahead on the ramps.

▲ It's time to all shift round the corner.

GAME OF PONG ANYONE?

Waiting for a game to load can be a drag, and like Ridge Racer on PlayStation while you're waiting for Super Skidmarks to start there's a wee game of Pong that you can play on the loading screen.



The detail the car is remarkable, considering the sprite's size. ▼

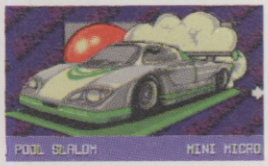
ALTERNATIVE

MEGA DRIVE

- Micro Machines 2
- Codemasters/£39.99

So graphically this may not be Ridge Racer, but playability and ingenuity-wise this multiplayer toy car race-'em-up wins hands and feet down every time, and the new courses and four-player option make it a worthy sequel.

- ISSUE 156: 94%



marks

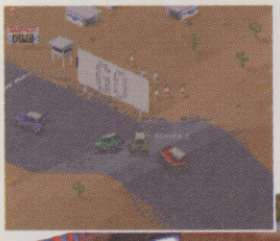
SECOND OPINION

The thing that will make you tire of Super Skidmarks the most will probably be that in one-player mode it can get a bit dull. This game excells when there's a gang of you huddled round an Amiga (or two of them) and doing as much damage to your opponents' vehicles (you can't really say cars) as possible. The tracks aren't too complicated so the emphasis is always on gameplay, and the various link-up modes are a star.

MARK PATTERSON

At the end of the race all the motors line up and you get a roll call of whom came where, guess where I came. It was my first go. ▼

The Mini Cooper first made famous by The Italian Job and now by Skidmarks. ▼



◄ The detail of all the vehicles are excellent, if you're a real Amiganut you can even draw your own courtesy of the Imagination 3D rendering program.

VERDICT

AMIGA

Joysticks are not my favourite gaming peripherals, and they certainly doesn't aid the tricky control method that Super Skids employs. That gripe aside though, Super does come recommended, the tracks are varied and detailed, the cars have a Micro Machines cuteness about them, especially the Minis and Beetles. Acid have excelled themselves with the multiplayer option: you can have as many as eight players tearing round; all in all a bargain game with gallons of playability.

GARY LORD

GRAPHICS	85
SOUND	90
PLAYABILITY	85
VALUE	88

OVERALL

90

MEGA DRIVE

■ Racing ■ Ubi Soft
■ £44.95 ■ Out Now
■ SNES version available
■ 32X, Saturn and PlayStation version planned

Street

OK, so Street Racer on the SNES was splendid indeedy, with its Mode 7 and four-player action, but how on earth will that convert to the Mega Drive?

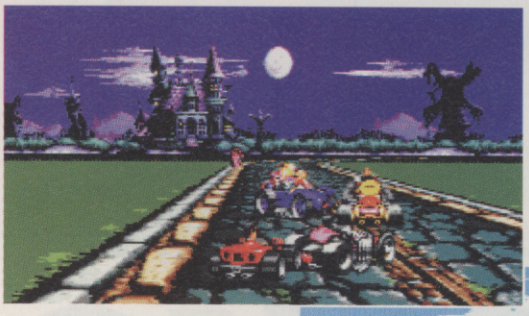
WE ARE FAMILY

The drivers in Street Racer are all odd chaps (and chapesses) and have different characteristics, personalities, and preferences in underwear...

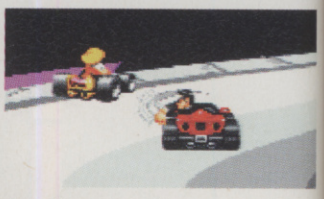
Biff – high on attack with a baseball bat, he's as hard as they come.

Frank – greyer than his SNES counterpart, but his acceleration is still brill.

Helmut – very unfortunately named, but high in the defence stakes.

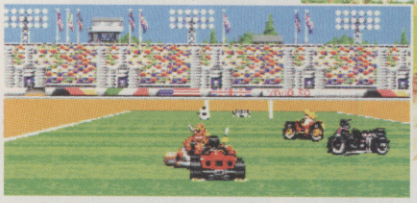


It's a bit spooky around here, and the backdrop graphics animate to show lightning crashes in the sky. Makes you almost wet your pants. ▶



▲ *Let's get ready to rumble (groan!)*

And they think it's all over... But it isn't, er, yet! ▼



▲ *There's nothing like a quiet day on the beach, and this is nothing like it.*

◀ *All the tracks and characters from the SNES version have made it on to the Mega Drive.*

▲ *Worry ye not, the ridiculously good four player mode is in tact.*

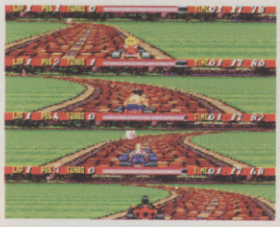
There's no doubt about it, Street Racer on the SNES would win my award for best independent game of 1994. Even the quality of its own graphics was surpassed by the sheer playability of the cheeky little sucker that sneaked up on everybody. It also proved its class by selling not just bucket-loads, but giant, great industrial skip-loads.

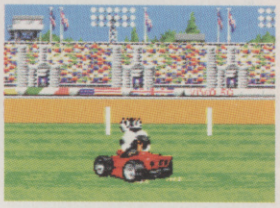
Now the Mega Drive version has finally become available and it has to live up to its daddy's reputation without the aid of Mode 7, or the graphical ability of the Super Nintendo. Unfortunately it doesn't... just. One thing you can't fault it for is sheer size. There's the same amount of tracks as the original, and characters – all of which have the same special moves and capabilities. There's also all the original options, like the Rumble and Soccer modes, although they've been drastically altered due to the Mega Drive's capabilities.

The biggest change, though, is in the playability. Where the SNES version relied on hairpin turns, and frantic action with the computer-controlled opponents, this owes far more to the huge stock of normal racing games that precede it. You have the ability to punch, and ram opponents off the track, but because the track appears from the horizon speeding towards you, you never really feel like you're doing a complete circuit of the course. All said and done though, nobody should expect Mariokart – or the original Street Racer – on the Mega Drive, and just accept not so much second best, but a pretty decent racing game instead... possibly one of the best on the machine.

They only problem about getting four people around the screen is that they all had better have decent personal hygiene. ▶

▲ *At the end of a race you get a point run-down for how well you did, plus bonuses for punching people, collecting stars, and getting the fastest lap.*





▲ *As if a four player racing game wasn't enough Vivid Image give you two bonus games as well.*

WHAT'S IN A GAME?

The trouble with most driving games is that once you've played all the tracks and attained a certain level of skill, it becomes dead, dead boring. Street Racer, however, has other game modes that are truly and totally different...

The usual 'drive around the track' mode – you can race in a championship, or just freewheel in a single race or practice.

● GAME BY VIVID IMAGE ● CONTACT UBI SOFT (0181-941 4004) FOR INFORMATION ● CART SIZE: 8 MEGS ● MULTITAP COMPATIBLE

Hodja – little Hodja has no problem handling his 'motor' round corners.

Raph – the original slick speedster is a zippy little bugger.

Sumo – once they've spooned him into the kart, he sticks to the road like glue.

Surf – the dame with the stupid name. She's the best all rounder.

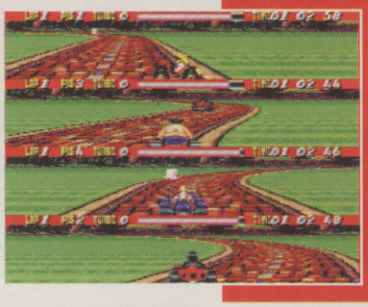
Suzulu – just as tough as Biff, but with better kart driving skills.

WHERE'S YOUR MATES?

Depending on how many of you can get together, there's three different options for play...

1. On your tod - It's just you pitting your wits against the entire buggy army of computer opponents.

2. It takes two to tango – It's hot split-screen action, where an actual real-life personage also races against you.



3. Fun with four-play – if you're, like, very popular, you can play with four people in a true split-screen frenzy, though each portion of the screen is dead small in fact.

▲ *This is Surf's home territory, as each character has three tracks based in their favourite location.*

▲ *He's the winner! Unfortunately, though, this version has no definite finishing line, just a flag that appears in mid-air.*

▲ *You can either punch in the pack, or pack a good punch, either way is handy.*

▲ *And they're off... Well, the rest of them are anyway!*

racer

Rumble – all the competitors zoom around a circular track trying to 'bump' each other off the sides.

Soccer – chase a ball around the pitch and 'bang' it into the goal at the far end of the pitch.

ALTERNATIVE

SNES

- **Street Racer**
- **Ubi Soft/£44.99**

Possibly the best SNES driving game ever, only paralleled by the mighty Mariokart, and it didn't even have any funky new chips in it or anything.

- **ISSUE 156: 94%**

SECOND OPINION

Street Racer on SNES was an excellent game in its own right in that it aped Mariokart but added something more: a four-player option and a couple of bonus games: Rumble and Soccer. The Mega Drive version doesn't quite have the speed or variety of its Nintendo cousin, there just aren't as many twists and turns. When all's said and done though it's not a bad racing game for Sega's 16-bitter.

GARY LORD

VERDICT

MEGA DRIVE

Sorry, but I think I expected too much. And no matter how technical a breakthrough Street Racer on Mega Drive is we now have confirmation that the Mode 7 brilliance that is Mariokart and Street Racer, SNES, will not be happening on Sega's machine. Instead MD owners should take solace in that we've been given our format's best racing game and be done with it. The four-player option, albeit confusing, is a fantastic reason why all those who were happy with the Road Rash games will go all moist.

RIK HENDERSON

- **GRAPHICS 82**
- **SOUND 84**
- **PLAYABILITY 88**
- **VALUE 89**

OVERALL

87

SNES

■ Soak-'em-up ■ Human Entertainment
■ £Unconfirmed ■ Out May/Jun
■ No other versions available
■ No other versions planned

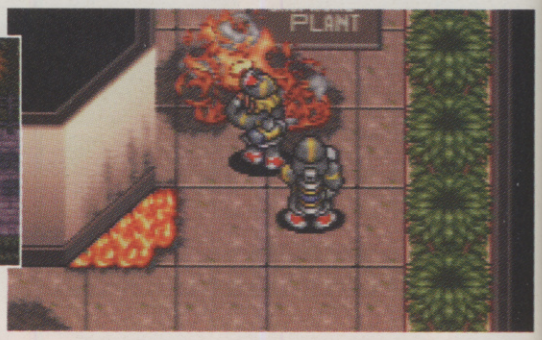
CVG HIT!

the firemen

Are you into watersports? If so then take your hose in your hand and let's get busy!

I love having games like this to review! The Firemen is a sort of Smash TV meets London's Burning which combines to give you a moist helping of gameplaying ecstasy. You take control of a big, butch fireman called Pete who looks like a Village People reject with his large drooping moustache.

The year is 2010 and not a lot seems to have changed from the present day, with big office blocks dominating the skyline of New York City. One such office block is the Metrotech Chemical Companies building and they are having their Christmas party. But, shock, horror, Twingo bingo! A fire has started in the kitchen and is now raging around the building. OK, fireman Pete and his trusty crew show up and think 'no problem, we'll have this put out and be back in the station drinking Horlicks before you can say Llanfaerpwllgwyngyllgolgewychwyndrobwchllandysylywchgogogoch(!)' (Our reviewer's Welsh, and we haven't found a cure yet – Ed.) Well, they are wrong 'cos Metrotech have gone and left large amounts of their highly explosive MDL chemical laying around the building. So your mission is to clear each floor of fire. When you have done this, you will be rewarded with a bit of MDL. When you've got all of it, you have to go to the roof and blow the water tanks so that all the water pours through the building putting out the fire as it goes. Then you can have your Horlicks.



▲ *I've got a big hose and I'm gonna use it!*

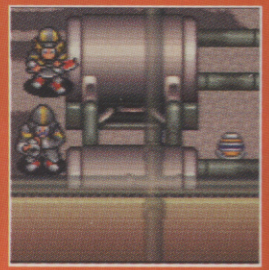
▼ *'C'mon baby light my fire.. C'mon baby light...'*

BIG HOSES

There are three types of firefighting weapon available to Fireman Pete:

1. Fine spray – this is best for putting out smouldering floor fires, before they turn into big fires.

2. Power Jet – provides a concentrated high pressure stream of water, puts out most big fires, and is very handy for smashing windows to get power-ups.

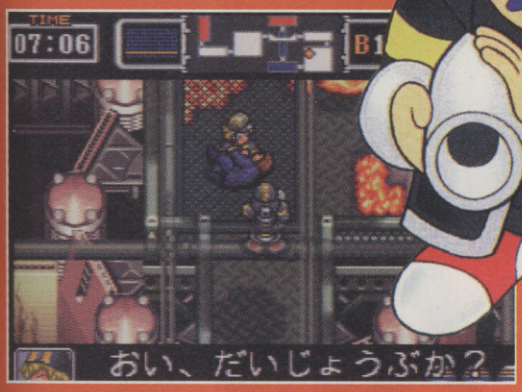


3. Oxygen Bomb – very useful when you're in a tight situation. Smothers any fires in the area by releasing a cloud of pure oxygen. But use sparingly, as they are limited!

● GAME BY HUMAN ENTERTAINMENT ● CONTACT MARUBENI (0171-826 8816) FOR INFORMATION

RESCUE ME!

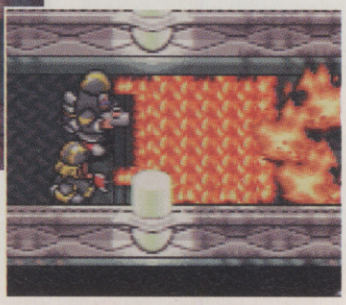
If you find any injured people in the building, rescue them since this good deed replenishes your energy bar.



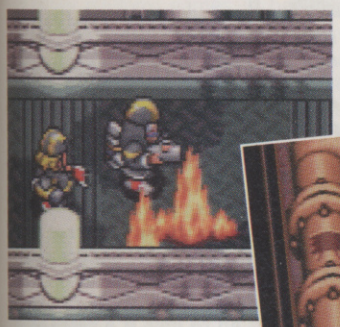
This is the level one boss. Hit it in the centre as much as poss to beat it.

This little guy is your assistant Dan. Young Dan uses his big chopper to put out the fires.

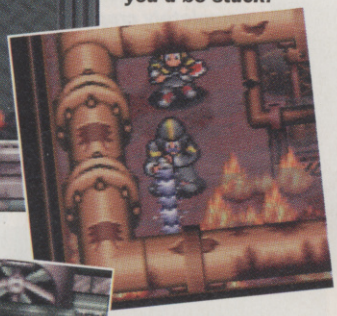
Now and then you will come across these blazing robots. They remind me of Dusty Bin off 3-2-1. Now where's that Ted Rogers?



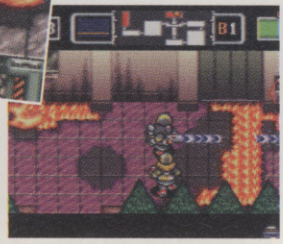
Strewth mate! I think the barbecue is just about ready for the burgers. What do you think eh?

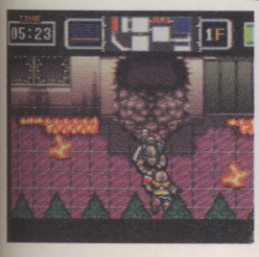


Put out the fire quickly or it might just burn through the bridge and you'd be stuck!



Kids, never play with matches, always use a blowtorch. (It works much better.)





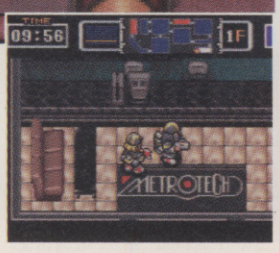
Ooh, there goes me shagpile. Shan't see the money for another in a hurry, I can tell you.

SECOND OPINION

This is a shoot-'em-up that should keep the anti-violence brigade happy, but worry not true gamers because the lack of heavy fire-power does not detract from this game's appeal, in fact it adds to it. The Firemen is truly an original idea and despite the main characters looking like Smash TV rejects, has a great graphical style that reflects in the gameplay, though the sound could've done with a bit more roar.

GARY LORD

Dodgy pipes guv'nor? Me and my mate can fix them for a tenner matey.



This is where it all starts, in the Metrotech lobby. This is the only quiet bit!

ALTERNATIVE

SNES

- **Smash TV**
- **Acclaim/£40**

Run round a futuristic TV show collecting cash and prizes while avoiding musclebound creatures intent on separating your head from your shoulders. (Surely that's Gladiators?)

- **ISSUE 126: 90%**

VERDICT

SNES

I like this game a lot! It is such a novel idea for a shoot-'em-up and it is so well implemented. The graphics are very 'Japanesey', ie cute and well animated. The game's real strong point however has to be the playability, which is as near as dammit to being original. I just keep on going back for more time and time again! The skill settings are OK, but beginner level is far too easy. Overall, this has to be the most fun a person can have with fire and water without setting fire to their mum's curtains!

MARCUS BEER

GRAPHICS	90
SOUND	84
PLAYABILITY	95
VALUE	92

OVERALL

93

SNES

■ Racer ■ Elite
■ £49.99 ■ Out Now
■ No other versions available
■ PC version planned

3D polygons, buggies, stunt courses, and the FX chip. Any of those remind you of anything?

dirt racer

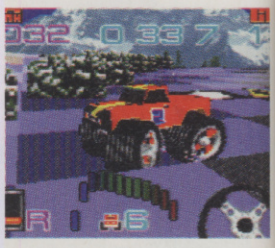
Elite have been playing videogame Gladiators, and have invented a new event, here's how it goes: get a game that bears more than a passing resemblance to a previously released classic, place it on a pedestal and have numerous people lob its similarities to said game at it until it either falls off, or the time runs out and it stands supreme. So, without further ado, 'Contender ready? Cynics ready? 3... 2... 1...'

Erm... Dirt Racer comes at you from a different angle than Stunt Race FX (hereafter referred to as 'that game'), and firstly eliminates all of the humour element. There are no cute buggies with eyes the size of basketballs, nor does your vehicle burst into a shower of raining polygons after taking too much damage. Nope, this is gritty realism here; the cars have proper tread tires, and look much like the monster trucks popular on the obscure Sky Sports American racing programmes.

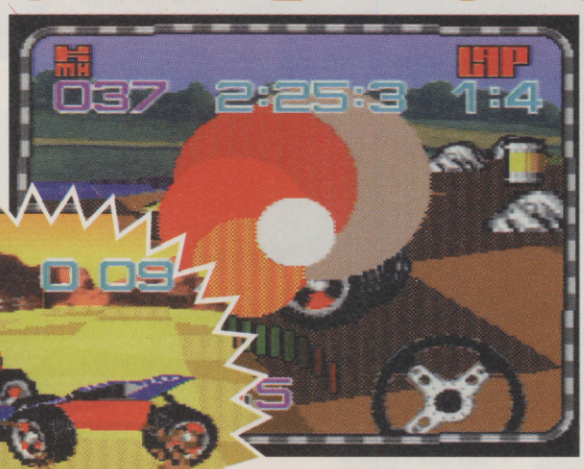
Also, there's less content included for purely 'fun' reasons than 'that game', with a far more serious feel to the landscape layouts too. The puzzle tracks – which are kind of like the stunt tracks in its rival – are more of a jaunt around the countryside, and reminiscent of when your old school teachers discovered orienteering and sent you out in the rain with but a map and a compass. They finally learnt, though, that you'd spend the entire time drinking plastic cups full of cider near the final point and jotting down all the reference points from your mates when they eventually returned.

I've always found that it's better to follow the arrows, than ignore them ▼

▲ Just what I like, an open road and a babe on my arm, er, without the babe.



▲ The road is made up from large squares, so if you crash you could always get out and play chess.

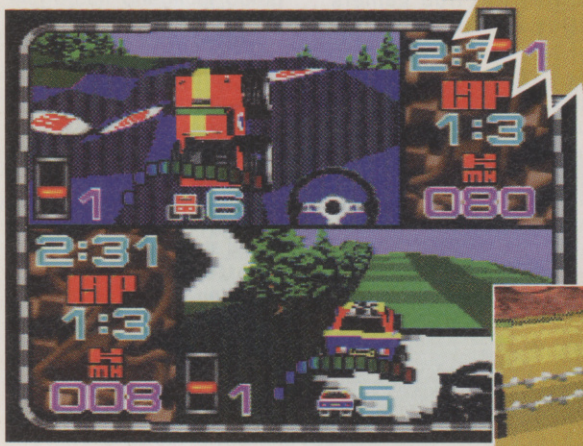


▲ When you crash into anything it's circle city man.

▲ Here you are on the grid in a speedy number. It has better acceleration than the other cars, so go for it!

◀ This monster is completely crap in the speed stakes, but can grip the road like a flat hedgehog.

▲ There's snow on them there peaks, so I hope you've got your woolies on.

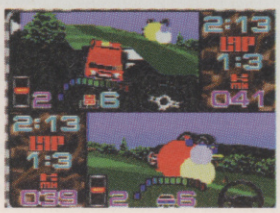


▲ Each player's screen that's offered in two-player mode is bigger than Stunt Race FX.

▲ I suppose this is a driving offense (o-fence)!

▲ This track is extremely slippy and it's always advisable to tackle them in the big buggy.

▲ It's all a huge barrel of laughs when you're on a Stunt track, unless you crash into them.



VERDICT

SNES

I was never a big fan of Stunt Race FX because of the crap two-player mode. So I was looking forward to Dirt Racer. Now it's here I can categorically say the use of the FX chip is the most impressive I've seen to date. There's none of that 'stick your fingers down your throat' cuteness that Stunt Race FX needed to give it a catch, and the graphics prove chunkiness reigns supreme. The gameplay, though, can get tedious across 35 similar levels, and the control method seems too sensitive at times.

RIK HENDERSON

GRAPHICS	89
SOUND	80
PLAYABILITY	88
VALUE	92

OVERALL

80

ALTERNATIVE

SNES

■ Stunt Race FX
■ Nintendo/£49.99

Unique, and still far better than Virtua Racing on any format (in my opinion), but the two player mode really sucked as the two separate screens were the size of a postage stamp.

■ ISSUE 153: 91%

● GAME BY ELITE ● CONTACT ELITE (01922 55852) FOR INFORMATION

SNES

■ Platform ■ Ocean
■ £Unconfirmed ■ Out Now
■ No other versions available
■ Mega Drive and Game Boy versions planned

the flintstones

If it's good enough for Spielburg, it's good enough for Ocean. But is this latest Flintstones game Yabba Dabba Doo, or Yabba Dabba Poo?

There's no doubt about it, The Flintstones was the second best cartoon series ever (second only to Arabian Knights, with Scooby Doo running a close third). But it was also a cartoon never meant to be converted to a real life movie, and the movie has failed to be converted into a game of any note.

You see, the major problem is that we're talking about taking a long journey to averageville from the moment the cart is jammed into your slot. It has its moments though; the main sprite, for instance, actually looks like John Goodman – the person its meant to look like – although slightly less rotund than the actor himself, and the gameplay is slightly more involved than your usual stock of cacky platform games. It has a large puzzle element to each level, and all of which have to be solved to be able to progress.

The game also attempts to recapture some of the inventiveness of the film, and cartoon, by having devices scattered about powered by dinosaurs and the like but the gameplay is still, at the end of the day, as prehistoric as the era it aims to portray.

▲ *Now, I knew something reminded me of Donkey Kong Country.*

▲ *If you just hang on a moment we'll go and get some help. Ho, ho!*

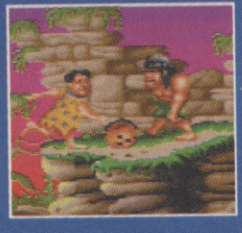
▲ *Look, just go and read the old reviews of Jurassic Park, BC Racers, etc and insert your own dinosaur joke to fit.*

ROCK AROUND THE CLOCK

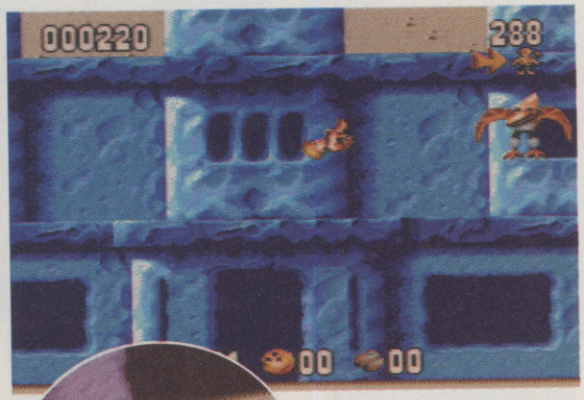
You only have a certain amount of time to complete each level, and hopefully find the members of your family that have been kidnapped by Cliff Vanderclave. But at least you've been given a decent arsenal (if there is such a thing):

The club – not a venue for 'rock' stars (these jokes are almost as tiresome as the film itself), but a large piece of wood for which to bash the bad guys.

Stones – small pieces of granite that exist around the scenery solely to bounce on top of some foe's bonce.



Bowling Balls – yep, I'm afraid you can even go on 'strike' (yawn!).



▲ *This is where you have to bounce Bam Bam around the screen your car. Do the social services sanction this kind of behaviour?*

▲ *Darwin was wrong, we were obviously descended from building-site workers – 'awright darleen! Phwoar!'*

ALTERNATIVE

SNES
■ Flintstones
■ Taito/£59.99

Yep, you've rumbled me. I've only included this one to illustrate that every Flintstone game ever has been a plate of the steamiest turds. And they all smell like Camden Town during summer – it's official!

■ ISSUE 151: 63%

VERDICT

SNES

As it happens I'm quite a fan of platform games, even the average ones, and Flintstones kept me amused for oo... half an hour. It would probably have lasted longer if there was more variety in the earlier levels, both in its graphics and play. It has good points too, with the primary one being that the game is tough – there's far too many easy platformers around – almost to the point of being frustrating. But as hard as I've tried I can't help comparing it, badly, to the plimsol line of Donkey Kong Country.

RIK HENDERSON

■ GRAPHICS	78
■ SOUND	54
■ PLAYABILITY	67
■ VALUE	65

OVERALL

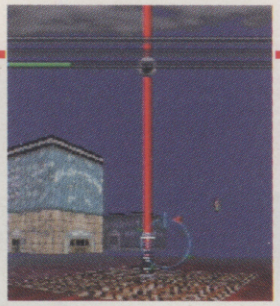
68

● GAME BY OCEAN ● CONTACT OCEAN (0161-832 6633) FOR INFORMATION

3DO

■ Shoot-'em-up ■ EA
■ £49.99 ■ Out On Import
■ No other versions available
■ No other versions planned

Enter the Digital Deathworld in Electronic Art's new cyberpunk 3DO offering...



Immercenary is a bit different to the usual Electronic Arts 3DO title. For a start, it's one of those rare items – an original 3DO release and not a port from another system. Secondly, there is no mention of a licence or tie in.

You are Number Five, the Immercenary of the title, a virtual gun for hire who has been employed to travel into the future to do battle with Perfect 1, the automated controller of the digital deathworld. Why have you been employed to do this dirty deed? Well it seems that in the future, virtual reality will be the death of mankind as we know it so you have to do the business – as they say.

When you first look at the game the word 'Doom' immediately springs into your mind. And to a certain extent you would be right, as the game does involve a lot of indiscriminate blasting and collecting super weapons and power-ups. But the game also needs a large amount of strategy and planning, otherwise you won't get anywhere. When you start the game you are given a rank. This determines your DOA levels. DOA stands for defence, offence and agility and the higher your rank is, the higher your DOA levels get. The only way to get powerful enough to destroy Perfect 1 is to get to rank 2. You do this by 'crashing' other, stronger opponents and absorbing their different energies and capabilities.

▲ *Good old EA, yet again they provide poor, out-of-work actors with much needed pay cheques.*

▲ *This is Perfect, and that yellow thing is a spire.*

▲ *Each spire is a recharge point. The different colours mean different recharge powers.*

immerc

● GAME BY FIVE MILES OUT ● CONTACT ELECTRONIC ARTS (01753 549442) FOR INFORMATION

I GOT RITHM.....

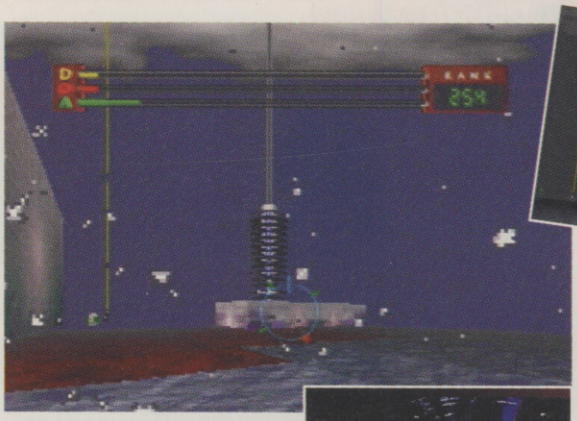
To progress in Immercenary, you have to rise in rank. The best way is to crash some rithms and absorb their static field.

PICASSOS
Easy to beat, Picassos are the quickest way of jumping a rank. But you can only go as far as rank 132 by crashing these guys.

VENUSES
They may look harmless but these big-bosomed babes are very powerful and very brainy. They often fight in pairs so watch it.

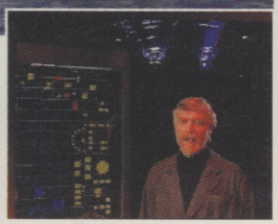
CHANCE
This guy is one of the top ranked rithms and therefore very hard to beat. Chance can also float so it's difficult to aim at him properly.

enary

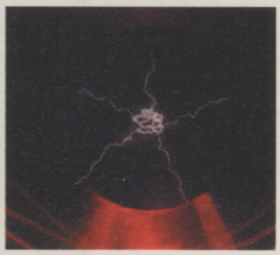


▲ *When the screen goes dark, it means there is a storm brewing.*

▲ *No, it's not snowing, it's Chaff, it acts like armour.*



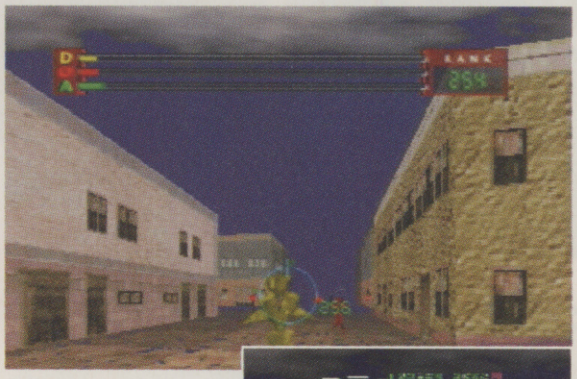
▲ *This is Dr Marcus Rand. What a great name!*

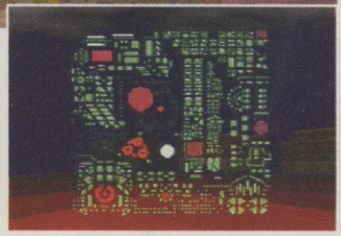


SECOND OPINION

The problem with this game is that you first expect a real blastathon à la Metal Head et al, but the action parts seem to play second, nay, third fiddle to the strategy element, which frankly is somewhat dull. Methinks the fledgling programming team have become somewhat wrapped up in the trippings of the FMV cut scenes, the splendid graphics and the look of the game and forgotten about that all important ingredient: gameplay.

GARY LORD





▲ *Shoot the yellow rithm and get his static.*

▲ *The map screen gives you a full layout of perfect – great!*

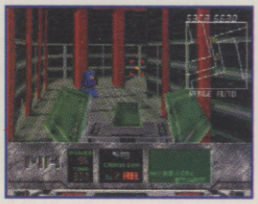
ALTERNATIVE

32X

- **Metal Head**
- **Sega/£49.99**

This isn't really an alternative but it's sort of similar (ish). Take control of a big robot and blast lumps out of everything. Although I dislike the 32X I must admit this is quite good fun.

- **ISSUE 160: 87%**



VERDICT

3DO

I am a big 3DO fan and a huge EA fan but I feel that Immercenary lets both parties down. The gameplay consists of wandering around a huge 3D landscape hoping to find power-ups and occasionally shooting 'rithms' and trying to absorb their powers. There is a map provided on screen but because it's superimposed over the action you can't decipher what's going on. The graphics are good but because there is such a lot going on they just look untidy. Overall, a big disappointment.

MARCUS BEER

GRAPHICS	81
SOUND	79
PLAYABILITY	70
VALUE	71

OVERALL

70

SNES

■ Shoot-'em-up ■ Ocean
■ £44.99 ■ Out Now
■ No other versions available
■ No other versions planned

pocky and rocky 2

What do you get if you cross a wee Japanese lad and a man-size raccoon? Put away in an institution, I imagine.

I used to know a lad at school called Jason who we used to call 'Pocky'. He had chicken-pox see, and had decided to take it upon himself to pick huge lumps of flesh out of his pustulous face in order to 'ease the itching'. Hence he ended up looking like a cross between Moon Base Alpha from Space 1999 and Michelle Fowler from Easties, and thus we nicknamed him 'Pocky'. OK, it's not big and not clever but no less bizarre than Ocean's sequel to the original king of the surreal, Pocky and Rocky.

You see, basically there is nothing original or odd about the archetypal top-down shoot-'em-up style of game-play that Pocky and Rocky 2 proffers. But graphically, and in its mannerisms it's dancing with pixies that were originally committed to 'The Happy Club' in the first place. There's the plot for instance, Princess Luna descends from the Moon and visits the village with her little rabbit chums and gets kidnapped by a gang of multi-colour haired creatures led by a rogue called 'Impy', and as Pocky you have to rescue her... Why? She's obviously better off with any other fruitcake that happens to stumble along.

The real reason why is that you're no better off yourself, as your best friend is a six-foot raccoon, and your preferred mode of weaponry is a set of giant playing cards - each to his own, eh? But, no matter how peculiar things get, there's nothing to deter you from playing this graphically awesome jaunt through a Japanese game programmer's mind.

▲ *With a dealer like that, no wonder everybody's 'flushed'!*

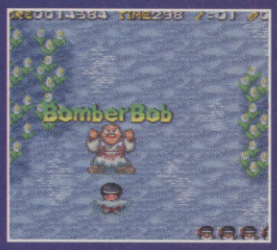
▲ *I'm sure even 'Wind in the Willows' didn't have toads in iron helmets.*

Look, I'm sure that all our troubles can be abridged somehow (look I'm trying as hard as I can). ▶

◀ *This is the first major boss-type guy you'll come across, and the candles at the bottom of the screen are its energy. Basically just slap the bugger to death.*

Impy is the kidnapper of the gorgeous Princess Luna, and as such deserves a right royal kicking, even if he must be admired for his stunning purple hair... hmmm! ▶

● GAME BY OCEAN ● CONTACT OCEAN (0161-832 6633) FOR INFORMATION



WOULD YOU LIKE TO SEE MY WEAPONRY?

Pocky has, apart from the playing cards of doom, a mighty impressive array of talents. He can swing his wand like a good 'un, throw his partner into the face of a bad guy then run like the clappers, and perform a Magic Reversion – where he turns into his partner and lets them take the hits. There's a lesson to be learned here, 'never be the partner' for a starters.

The playing card – a scourge of Gamblers Anonymous.

The wand – basically a stubby stick.

Throw partner – you can get arrested for this.

Magic reversion – what Paul Daniels would want to do with his hair.

FRIENDS FOREVER?

Pocky & Rocky 2 also has a two player mode, like its predecessor, but this time your selected partner needn't be Rocky. Other characters are offered to play as (or partner you in one-player mode) than Rocky himself. At the beginning you get Big Bomber, and Little Ninja too. And there are more to be found throughout the game.

SECOND OPINION

I remember this game when it came out on import ages ago. It was superb then, although the Japanese speech made it a little tricky at times. Despite being a good solid game, Pocky and Rocky 2 doesn't really offer anything that we haven't seen before in a variety of SNES games, however, it does combine the best of those features in a tight bundle reinforced with solid gameplay. With a noticeable lack of quality SNES titles at the moment, this is a game that you should really think hard about buying.

MARK PATTERSON

ALTERNATIVE

CD32/AMIGA/MEGA DRIVE

- Chaos Engine
- Renegade

One of the best variants on the old commando theme. Plenty of action, loads of weapons and there's also a superb two-player mode. Not quite an essential buy, but still well worth having.

REVIEWED: VARIOUS

VERDICT

SNES

I'm not really a cutesy fan, and this un' has cute oozing out of every pore. But, that said, I really enjoyed the original Pocky and Rocky game, and this is so much better. In terms of pure honest gameplay, there's more thrown at you than a stroll down Sarf London's backstreets on the way to a Millwall game, and you have to be one deft player to be able to cope with either. My one major gripe though, is that if you are a competent joypad jockey the game is a bit on the 'wee' side.

RIK HENDERSON

GRAPHICS	87
SOUND	80
PLAYABILITY	88
VALUE	85

OVERALL

86

3DO

■ Adventure ■ Panasonic
■ £54.99 ■ Out on Import
■ PC CD-ROM, Macintosh and Saturn versions available
■ No other versions planned

myst

CVG HIT!

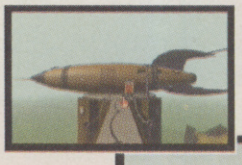
▲ Knock, knock, knocking on someone's door. Bet there's nobody home.

This game received huge notoriety in the Mac fraternity, but most haven't heard of it. It's their loss, I suppose...

You can quite easily trace the roots of this game all the way back to the Hobbit on the Spectrum. Fair enough, you can't type in commands like 'snog Thorin on the bottom', but the principle's still the same. Wander through a variety of locations, examining things, solving puzzles and getting lost. Usually this could result in a severe dose of frustration, but Myst's gameplay is pitched perfectly – giving you just enough to advance a bit further when you could have hit a brick wall.

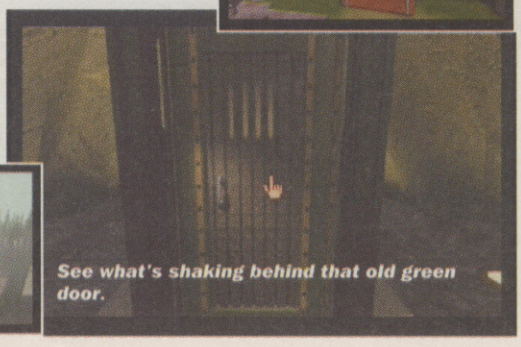
Something else you get is longevity. Myst is a huge game with loads of locations and a never-ending stream of puzzles. It really is superb stuff. Because of the kind of game it is, it's easy to dip-in and play whenever you feel like it without having to go through the game from scratch. We're still keeping our fingers crossed for a follow-up, but we haven't heard anything yet.

▲ I don't think you want to go in there. It could all turn nasty.



▼ A truly spiffing little game. Really.

▲ Wow! Flash Gordon! Where's Zarkov?



See what's shaking behind that old green door.

MYSTER WONDERFUL

Myst boasts some of the best graphics seen in any adventure game, ever. Honest. Just take a look at these shots if you don't believe us.

COMING SOON

SATURN
■ Myst
■ Sega

Although the Jap' Saturn version was unplayable because, naturally, everything was in Japanese, the official version will be every bit as good as the 3DO, PC and Mac ones.

■ EXPECTED RELEASE: SEPTEMBER

VERDICT

3DO

Myst certainly isn't a game for people who like plenty of action. You're dumped right in at the deep end, with very little info to get you started, and from there-on in you're pretty much on your own. And that's why this game is so good. Once you arrive at the Myst island you're introduced to a graphically superb, absorbing and deep adventure – which can be a bit too taxing in places, but is still a damn fine game indeed. There's nothing like this on 3DO, which is all the more reason to buy it.

MARK PATTERSON

■ GRAPHICS	91
■ SOUND	70
■ PLAYABILITY	90
■ VALUE	91

OVERALL

91

● 3DO VERSION PROGRAMMED BY MICRO CABIN ● CONTACT COMPUTER EXCHANGE (0171-636 2666) FOR INFORMATION ON IMPORT COPIES

supershorts

Some games don't make it to full page monty review status (or even a double page whammy) which is why we have our special little short reviews...

amiga
INT. TEST SERIES

With a pounding title like that to get the pulse racing, the Amiga's latest all-action cricket sim is going to knock you for six! Actually, it's more likely to be a duck 'cos the graphics are crap, the sound is *unbelievably* crap and the gameplay, *unsurprisingly*, is also crap.

£26.99

pc
SUPERFROG

Team 17 have jumped into the platform foray with a conversion of their Amiga 'great' (ie – not great). The collision detection is way off-mark, the level design is bland and everything about it is substandard. Not one for your collection. Even if it's a church collection for charity.

£19.99

game gear
OPERATION STARFISH

Operation Starfish, features the execrable James Pond, is actually pretty good. Sadly, the Game Gear hardware is pretty bad, so every time the pace steps up (frequently) the screen blur makes it almost impossible to play. Worth a crack if you can put up with that.

£29.99

mega-cd
EARTHWORM JIM SE

We like Earthworm Jim. It's great, and we wouldn't hear a word said against it, not even by our mothers. But Special Edition suffers from the same flaw of many previous CD updates – there just isn't enough new stuff to tempt anyone who already has the cart version.

£39.99

amiga
RUFFIAN

Ruffian is in no way original and features nothing new. That said, however, it's not that bad. Your character traverses a number of platform environments spitting at enemies to destroy them. That's it, really, but the learning curve is well graded and the action enjoyable.

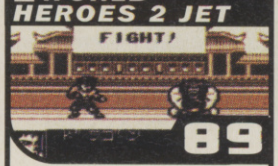
£UNCONFIRMED

amiga
AMBERMOON

Hey – do you like RPGs? Well are you ever in luck, because Ambermoon from Thalion *is* an RPG! And it's huge! Not only this, but it's also very playable. Indeed, apart from some dodgy scrolling in certain sections there are precious few criticisms we can level towards this.

£35.99

game boy
WORLD HEROES 2 JET



The Game Boy, in particular, is well known for lousy beat-'em-ups, but blow me if Takara haven't come up with a winner! The sprites are dinky but detailed and all the moves of the original are present and correct. And, hoooray, it's got a two-player mode.

£UNCONFIRMED

amiga
TURBO TRAX

The Amiga is gagging for a decent Micro Machines clone and now Arcane have come to the rescue with Turbo Trax. The controls are slick and handle logically, the courses are well designed with plenty of variety between tracks, and the all-important two-player mode is in evidence.

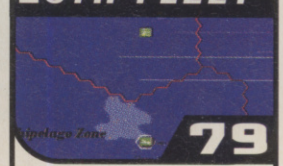
£29.99

snes
FRONT MISSION

In the RPG Front Mission you play a tousle-haired, heroic, giant robot pilot. The actual mechanics of the game take a lot of explaining (and even more work to play) but suffice is to say that it's very, very playable and highly rewarding. Well worth investigation.

£UNCONFIRMED

pc
5TH FLEET



5th Fleet is a strategy game that features the turn system from hell: it compartmentalises every function. PCs can handle real-time strategy which would make 5th Fleet a whole lot easier to play, which is a pity, because the actual game is pretty flipping alright.

£44.99

mega drive
STRIKER

It's late, out-of-date, it's not great – it's Striker! Striker harks back to the old days of footballs which stick to the feet of your crippled players, sliding tackles travel about eight miles and goalkeepers can grab a ball without even having to go near it. Buy FIFA or Sensible Soccer.

£UNCONFIRMED

cd32
EXTRACTORS

In Extractors' forerunner, Diggers, you spent your time digging through soil. This sequel takes the opposite track, with lots of little caverns and bonuses and not much of the spade action. As a result it's not as good as you spend too much time looking after your munchkins. Not bad though.

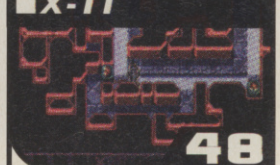
£UNCONFIRMED

pc
BIG RED ADVENTURE

You've got to feel sorry for Big Red Adventure. It could have been a contender, it really could. Sadly, the wealth of imaginative and taxing puzzles are obscured by the illogicalities of the interface and level construction. A real shame, because we wanted to like this one.

£39.99

amiga
X-IT



Psygnosis have obviously heard that simplicity is the key to a good puzzle game. And X-it certainly is simple, yes sir. Sadly, it's also not very good. Half the game is too easy (and dull), and then it suddenly becomes impossibly hard (and frustrating). No. No. No.

£19.99

amiga
SOCCER SUPER STARS

We thought Striker was the worst football game we were likely to see this month. But now along comes the awfulage that is SSS. Only two players on the pitch ever move at any one time, and the one under your control is a bit rebellious and won't do anything you tell him.

£29.99

SNES

■ Role Playing ■ Ocean
■ £Unconfirmed ■ Out May
■ No other versions available
■ No other versions planned

Live the Addams experience! Be the baldy you always wanted to be!

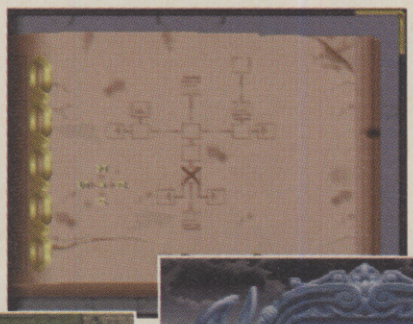
CVG HIT!

They're creepy and they're kooky, mysterious and spooky, they're altogether ooky, they're the Automatic family. However, evil as they may be none of them feature in this latest screen-to-game conversion (except Uncle Fester looks like Jim Automatic). Anyway, if any of you have seen the titular film, you'll be familiar with the story of gold-digging murderess nanny Debbie Jellinsky marrying into the Addams household for the cash before receiving her inevitable comeuppance (and if you haven't seen the movie you know now). This game is set in a strange, parallel story dimension, where Debbie, rumbled, has kidnapped baby Pubert to ensure her future riches. Fester, her sap hubby, is charged with the safe return of the sprog, and you the player are charged with the control of Fester.

The first thing that strikes you about the game is its superficial similarity to Zelda. The same three-quarters overhead view is in evidence, the puzzles 'n' pugilism content of the quest is also similar. The feel of things is very different, though. Typical Addams humour replaces all the sword and sorcery faffing about and the demonic enemies inherent in the Zelda universe are swapped for caricatured meanies. However, the actual content of the game, and the mechanics therein, are significantly different. So don't try comparing them.

SHOCKING BEHAVIOUR (HA HA)

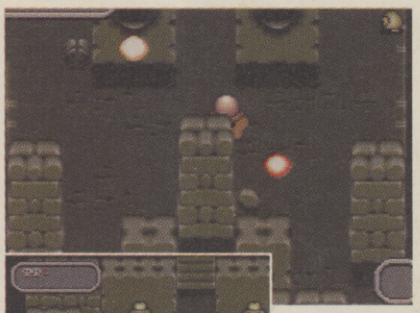
Uncle Fester might be a bit of an Alexei Sayle fat-boy slap-head, but you don't want to get on the wrong side of him. For Fester has magic fingers, capable of zapping out bolts of electricity. However, the less energy Fester has to play with, the shorter the beam's range and effectiveness becomes, so it's a good idea to keep some life-replenishing goodies handy for any boss-style confrontations.



◀ The journal Gomez gives you contains maps to most locations in the game.

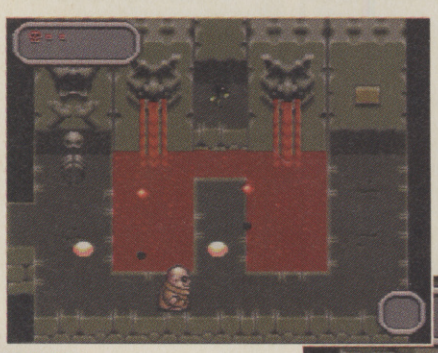
◀ Don't take everything you're told for granted – some things lie to you.

▲ This spooky graveyard scene signifies the end of your mission.



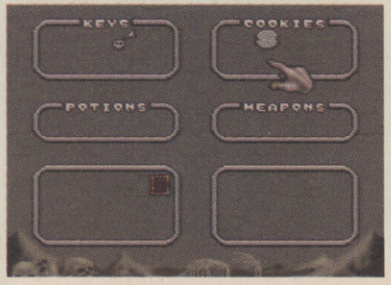
The dungeons contain loads of hideous traps. ▶

This inventory allows you to ready items for use before you actually use them. ▼



Look for post – just like in real life! ▶

▲ Read things!



▲ The environment is littered with lots of hidden bonuses.

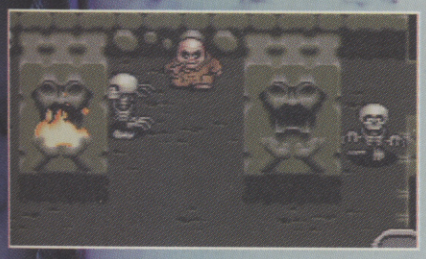
These little pebbley things are extremely irritating. ▶

▲ Look at that lovely shiny, baldy head.

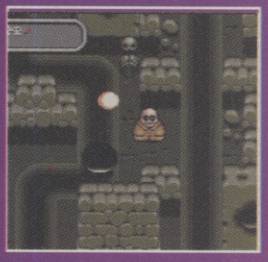
THEY REALLY ARE A SCREA-UM

While the player is granted control of Fester alone, all the other creepy, kooky etc Addamses make their presences felt. Each Addams has a different function in the game. Cousin It allows you to save your progress, Granny's chocolate biscuits grant various magic powers, Morticia boosts your maximum energy rating in return for artifacts you discover during the course of the game and Lurch provides you with the best back-up weapon – his prized bowling ball.

addams family values

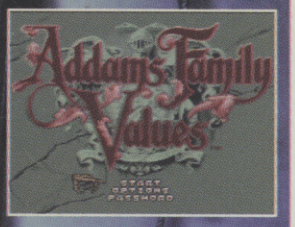


▲ An angry-looking Fester takes aim at some evil skellingtons. So now you know.

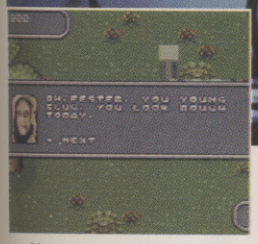


ESTATE ROVER

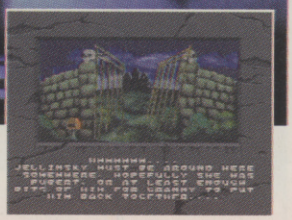
Fans of terrain and landscape in all its beautiful forms have plenty to get excited about in Adamms Family Values. The large play map contains over 30 different kinds of terrain, from overgrown gardens to attractive tundra. What's more, the dungeons beneath the ground take up as much space as the topsoil, meaning you never know where a dungeon exit will leave you.



▲ This shot of the title screen was taken just before it sprang into life, leaping out of the monitor to fight crime.



▲ Almost everything anyone says contains some sort of clue.



Wouldn't it be good if they'd done this with the Stargate licence? ▶

VERDICT

SNES

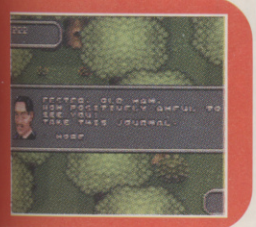
It's hard to believe that Addams Family Values was programmed in the UK, as the feel of the game is very Japanese. Perhaps this has something to do with the fact that most games produced in this country tend to be platformers, and not involving RPGs like this. AFV is something Ocean should be proud of, combining the right measures of puzzling, action and humour to make the whole experience enjoyable. If RPGs are your bag, or you fancy a change of pace, seek out Addams Family Values.

RAD AUTOMATIC

GRAPHICS	90
SOUND	86
PLAYABILITY	93
VALUE	91

OVERALL

91



COMING SOON

Mega Drive

■ Addams Family Values

■ Ocean

Following hot on its little SNES brother's heels is the Sega version of this top RPG title, which looks a bit more Gothic but in fact has fewer colours on screen, but apart from that it's the same.

■ EXPECTED RELEASE: JUNE

SECOND OPINION

I must admit to having been very surprised when I saw that Addams Family Values is an RPG as opposed to the usual platform affair, but it's certainly no bad thing. In fact, this is the kookiest, ookiest, screa-umest RPG the SNES has seen in a very long time indeed. The licence is used to good effect, granting the title a tangible personality, and the game itself is very well put together. One for the collection, methinks.

GARY LORD

out now...

Oi! Don't you dare turn this page without having a darn good look at this page which has been lovingly researched and crafted by Kippy the Welsh Bush Herring (aka resident Welshy Marcus Beer)...

carts

X-MEN 2

- MEGA DRIVE
- issue 161
- 90%

Become Wolverine, Cyclops or any one of the 'Children of the Atom' in the first ever DECENT X-Men title on any system. Beat up everything in sight - just for a laugh, then go home to Professor X for your cup of Horlicks.

cd

ALONE IN THE DARK 3

- PC CD-ROM
- issue 160
- 89%

Edward Carnby is back in is third and sadly final adventure. Guide the supernatural dick around a haunted Wild West town. Combines the best bits from Alone one and two to provide a fitting finale to the trilogy. Due to appear on 3DO.

cd

VIRTUA FIGHTER

- SATURN
- issue 158
- 94%

In my opinion, this kicks TOSH-inden into little pieces and then jumps up and down on the remains. The graphics may not be arcade perfect, but the gameplay makes up for it. Rivalled only by Street Fighter 3DO.

cd

MAGIC CARPET

- PC CD-ROM
- issue 157
- 96%

Fabulous graphics, killer gameplay and quality Persian rugs at affordable prices – what more can a Bush Herring ask for? It's been called 'the best PC game since Doom' and I couldn't agree more. Definitely Pentium recommended.

floppy

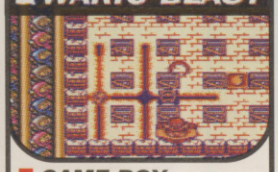
SENSIBLE WORLD OF SOCCER

- AMIGA
- issue 159
- 96%

Yet another FOOTBALL game that's called SOCCER! But still, it manages to combine arcade and management so well I've forgiven Sensible. Now all I want is Sensible World Championship Worm Charming for my collection.

handheld

WARIO BLAST



- GAME BOY
- issue 159
- 93%

Take Bomberman and add a bit of Wario and you've got Wario Blast. Simplistic gameplay that is best played with a multitap. Guide our hero through screen-after-screen of mayhem, blowing up everything that moves.

carts

INTERNATIONAL SUPERSTAR SOCCER

- SNES
- issue 159
- 95%

Even though Konami have called this Soccer when it's obviously FOOTBALL, this is the ultimate FOOTBALL game. Tons of moves and realistic fouls make this the Liverpool of the footy genre, and makes all other titles look like Arsenal.

cd

NEED FOR SPEED

- 3DO
- issue 158
- 93%

It's not Ridge Racer, but then again it was never meant to be. The nearest thing most of us will get to speeding in a very expensive car. Graphically stunning. The best driving SIM around and one of the best 3DO games around.

carts

JELLY BOY

- MEGA DRIVE
- issue 161
- 90%

A big, varied and tough platformer with outstanding graphics. Scoot around collecting pieces of a jigsaw. The game is better than the plot – honest! If you've ever wanted to be a steaming blob of jelly then this is your game.

arcade

PRIMAL RAGE

- ARCADE
- not previously reviewed
- 91%

I like this game mainly because it is one of the few arcade machines to include such special moves as farts and projectile vomiting. Plus the characters look as if they have escaped from Tony Hart's 'Morph' studio. Groovy!

arcade

KILLER INSTINCT

- ARCADE
- not previously reviewed
- 89%

Ever fancied doing an eight million hit combo (or something)? Well if you do then play the first arcade machine to use Ultra 64 technology. It's a beat-'em-up with very snazzy graphics but some people think its gameplay is limited.

handheld

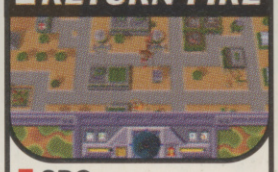
SONIC DRIFT 2

- GAME GEAR
- issue 161
- 91%

The Game Gear answer to Mario Kart. Guide the spiky blue one around loads of levels. Play with yourself or use the link-up and mess around with a young friend. Either way, this is the best fun you'll have with your handheld.

cd

RETURN FIRE



- 3DO
- issue 161
- 90%

A 3DO title with simplistic gameplay and ace playability. Drive around desert islands blowing up buildings and squishing humans while looking for a flag. This is the most playable and addictive two player game available on any CD console.

carts

RUGBY WORLD CUP

- MEGA DRIVE
- issue 157
- 91%

I've only included this because in the game the Welsh rugby team is brilliant, whereas in real life they are total CRAP. Play with 15 big men as they frisk and frolic in the mud. Then down 150 pints of quality lager afterwards.

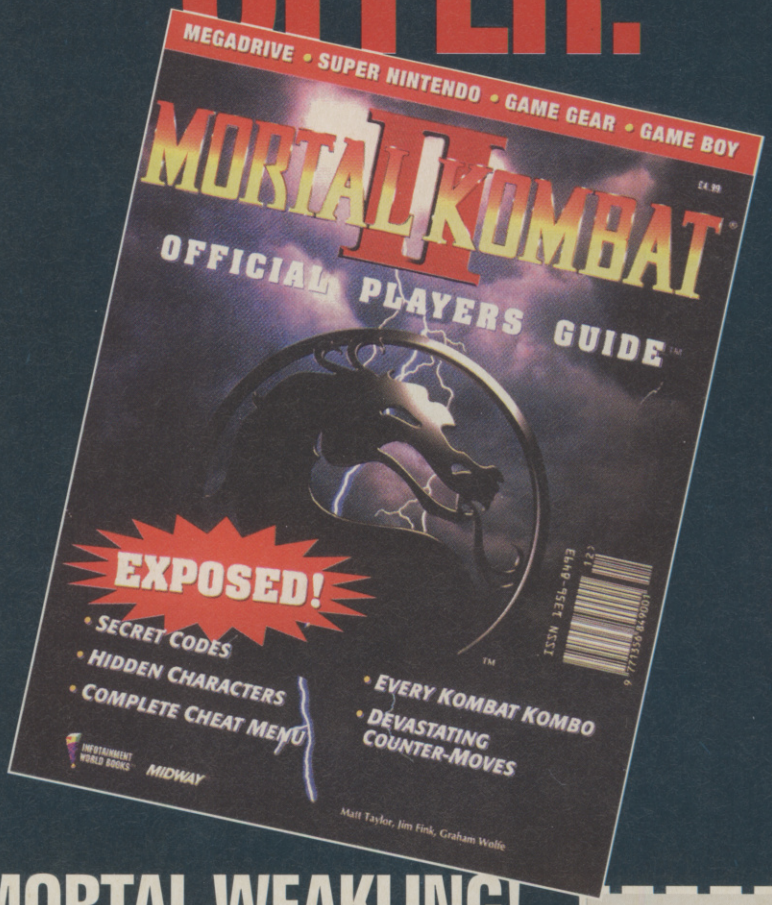
cd

DARK FORCES

- CD-ROM
- issue 161
- 95%

Combine DOOM with Star Wars and you've got Dark Forces. Become a rebel agent and battle the Empire over 17 humongous levels. Great graphics and outstanding gameplay makes this a must for all would-be Skywalkers.

AN UNBEATABLE OFFER.



CVG SPECIAL READER OFFER!

DON'T BE A MORTAL WEAKLING!

- Get the Official Mortal Kombat 2 Players Guide and never be beaten again!

For a meagre £4.00 (inc P&P), you can gain possession of this hand-crafted tome, carved from solid paper, colourised by the purest mountain ink, revealing to YOU the ancient fighting secrets of Mortal Kombat II!

The definitive Official Mortal Kombat 2 Player's Guide: 156 pages covering Mega Drive, SNES, Game Gear, and Game Boy formats.

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF

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HELP!

When these pages were younger, so much younger than today, not many readers needed our Help! in any way, but now those days are gone we're not so self assured. So we'll Help! you if we can if you're feeling down, and we do appreciate your being round, and if you want us to Help! you get your feet back on the ground, then won't you please help me, help... (or you could just write to HELP!, CVG, PRIORY COURT, 30–32 FARRINGDON LANE, LONDON EC1R 3AU).

FRESH NEW PC

Dear CVG,
In a couple of weeks I'm intending to buy a PC and I've got various questions to ask you guys before I finally do the deed.

1. The PC that I'm getting has a Pentium and a man I spoke to in Dixons says that PCs with a Pentium inside crash all the time. Is this true?
CVG: It's certainly true that early Pentiums in extreme (ie not games) circumstances could crash. But Intel have rectified that.
2. Do SVGA graphics cards really make that much difference?
CVG: Yes, they produce much more vivid and clear images. Essential for games such as Wing Commander 3.
3. I'm thinking about getting a CD–ROM and my mates reckon that if I can get it from a computer show it will only cost me about £60. Is this true?
CVG: If you're after cheap computer equipment then computer fairs are a good bet. You can now get quad-speeds for £149 though.
4. Is the CD–ROM for sale on page 50 of issue 159 (the one that costs £105) any good?
CVG: Yes, but it's likely to be a double speed drive which are rapidly becoming redundant. Silica do a good quad-speed with £100 of free software for just £199 – and it comes with a manual written in plain English. Silica – (0181-309 1111).
5. I was very impressed with Wing Commander 3 which you reviewed last month. The PC that I'm getting runs at 60mhz but will only have 4Mb of RAM. Can I still run it even if it will be slow?
CVG: If you've got a Pentium get at least 8MB of RAM. Wing Commander 3 needs it and a lack of memory will really slow your shiny Pentium processor down.
6. You mentioned that in Wing 3 there were a lot of FMV bits. To run these sections do I need to buy some kind of FMV card?
CVG: Nope.
7. I know you can't predict the future but I don't want to go out and buy a CD–ROM only to find next year that software houses are no longer making CD games. In your opinion will companies carry on making games for the PC and CD–ROM for years to come?
CVG: CD–ROM will be the main medium for games across all formats for the foreseeable future. And PCs are about the safest bet there is in the games industry at present and for the long term.
8. One of my friends owns a SNES and says that Doom could be made to run on it if an FX chip was used. What do you think?
CVG: Well, the SNES has already seen Doom's prequel, Wolfenstein, and that ran fine without an FX chip. Doom is quite processor intensive and it's highly unlikely, especially on the high difficulty settings, that it could run on a SNES – even with an FX chip.
Johnathan Byrne, Birmingham

BRITISH BULLDOG

Dear CVG,
I have been saving up for a 3DO for some time now, but have heard about the 3DO2, which I think is called the Bulldog. Please tell me about the 3DO2 and answer the following questions.

1. I have heard that the 3DO2 will have MPEG1 built in, is this true?
CVG: It's highly likely but it's unconfirmed at present.
2. How much better is MPEG2 than MPEG1?
CVG: Much better. The picture quality is equal to if not better than Laser Disc. The sound is still compressed though.
3. Will 3DO games work on 3DO2?
CVG: Yes, it's backwardly compatible.
4. When will 3DO2 be available in the UK and how much will it cost?
CVG: The M2 Accelerator (as the 3DO2 is currently known), will cost around £200-ish and should be out here for Chrimbo.
5. What's the difference between PAL and NTSC?
CVG: PAL is the TV system used in the UK, most of Europe and other places like Australia. NTSC is used in Japan and America. PAL offers a better TV picture as it has more horizontal lines but NTSC has a faster scan rate which means that games fill the screen rather than having the border like they do on UK machines.
6. What does a SCART socket do exactly?
CVG: It offers a better picture than running the signal through an RF socket, though not as good as RGB because the red, green and blue signals are not separated. It also allows the reproduction of stereo and or NICAM sound whereas RGB carries no sound signal.
7. Should I buy a 3DO now and then buy the 3DO2 or just wait for the 3DO2 system?
CVG: Buy one now, a 3DO2 system is at least a year off yet.
Clinton Gosling, London

STREET FIGHTER THREE

Dear CVG,
1. Don't you think Van Damme would have been better cast as Ryu. Is he in the movie at all?
CVG: Yes, we've seen it and it really doesn't matter who he plays 'cos the film's made to a whole new comedic level of poorness and is quite funny.
2. I think Street Fighter 3 should be a sideways scrolling beat–'em–up like Vendetta is. You could have a choice of Street Fighter characters and fight people like Sagat and Vega as end of level bosses. What do you think?
CVG: Well regardless of what may happen in Street Fighter 3, what is looking likely is that there's going to be a separate game that is based on the movie and another game which will actually be Street Fighter 3. SF3 though is probably going to have some sort of digitised element because it's coming out on the 3DO first.

3. Is Sensible Software's Cannon Fodder with its blood coming out on the SNES?
CVG: Virgin have already released it and it's totally excellent.
4. Will Doom ever make it on to the SNES?
CVG: Check out the last reply to the letter on the left, which will probably answer your question.
Carl Parker, South Yorkshire

COMMODORE BUYER

DEAR CVG,
I am thinking of buying an A1200 and would like your help with a few questions...

1. Which do you think is the best game between Theme Park and Sim City 2000?
CVG: Theme Park. Sim City 2000 is an excellent game but unfortunately Maxis decided to port the PC code to the Amiga which resulted in the game running very s-l-o-w-l-y.
2. How much would an A1200 cost?
CVG; About £300, if you can get hold of one.
3. What is a hard drive? How much does it cost and do I need one?
CVG: A hard drive is just like a big, fast floppy disk and can be fitted either inside or outside a computer. They vary on price depending on how big they are. Yes, they're definitely well worth getting. Most games these days have a hard disk installation option and some like Sim City 2000 and Bloodnet require one to run. They are especially useful for big 'serious' programs like word processors because once installed on a hard disk no disk swapping is required.
William Mankelow, Oxford

PRICE MOANS

Dear CVG,
1. Why do CDs retail at the same price as the average cart when they cost less to produce and do not contain any special chips like the FX?
CVG: CDs cost more because they tend to feature FMV, digital audio and are bigger so require more people working on them. If they don't have the above then they tend to retail at about £35 or less which is much cheaper than most carts.
2. I have a SNES and Mega Drive. Which should I concentrate on games wise as I don't have enough money to buy games for both machines?
CVG: The SNES. It has more life left in it than the Mega Drive and Nintendo is fully committed whereas Sega is starting to move their attentions more to the 32X, Saturn and now the Neptune too.
3. Which Next Generation machine should/will be the most advanced using the statistics available presently?
CVG: Either the 3DO2 or the Ultra 64.
4. My favourite games are sports and driving sims so which system would you say would suit me most out of Saturn, PlayStation or Ultra 64?
CVG: As we are fond of saying on these pages 'it's too early to say' at present but with the sort of games you like why not try a 3DO as that has the likes of Road Rash, FIFA, Need for Speed, John Madden and PGA.
5. In your opinion which machine should be the most popular and most successful?
CVG: The PlayStation.
J Hemsley, Peterborough

3DO FMV

Dear CVG,
I have recently bought a 3DO which I think is amazing. I have a few questions which I hope you can answer.

1. In your Feb issue there is a page about the 3DO's 64-bit upgrade. Is it going to be an add on or a whole new system?
CVG: Initially a plug-in cartridge but a complete system will be produced at a later date.
2. When will the FMV unit be out and how much will it cost?
CVG: It will be out in June in the States, but the price is unconfirmed though it is likely to be in the $200 region.
3. Is there going to be a Road Rash 2?
CVG: No plans as yet, but knowing EA it's probably in the pipeline too.
4. Is Gex worth getting?
CVG: We haven't played a finished version yet but it looks pretty smart if a little unoriginal.
No name from Staffordshire.

CD32 TICKLERS

Dear CVG,
With the money I get from selling my A600 I want to buy a CD32 so I would be grateful if you could answer these few questions for me:

1. How do you save custom teams etc on Sensible Soccer for the CD32, I didn't think you could save on CD?
CVG: The CD32 has some back up memory, which allows game positions to be saved but Sensi's save files are so big that only one position can be saved, Sensi or otherwise.
2. Will Super Mario Kart ever appear on the CD32, because it's such a great game?
CVG: Er, no. No, no, no. Mario is Nintendo's flagship character and they're not going to give him to the competition, no matter how weak that competition may seem at the moment.
3. Did I hear that Premier Manager 1 or 2 will appear on the CD32?
CVG: Obviously not, 'cause the answer's 'no' we're afraid.
4. When will Rise of the Robots and Theme Park come out?
CVG: They're both out now.
Damien Becket, Isle of Wight

RICH GEEZER

Dear CVG,
I've just purchased a Sony PlayStation with three games. The games I bought were Ridge Racer, Toh Shin Den and Kileak the Blood. Could you please answer these questions for me:

1. Are Namco planning to release a steering wheel for use on Ridge Racer?
CVG: Not a steering wheel as such, but they have released the NegCon which is a kind of joystick which twists in the middle. It's supposed to create a more believable driving experience. It's about £90 and available from most specialist importers.
2. Why do arcade machines cost thousands of pounds when home consoles can do perfect conversions and only cost about £400?
CVG: Most arcade machines don't cost thousands, only custom built ones like Daytona USA are priced that highly. The general price of an arcade game is about £2,000 and you have to remember that includes a bulky cabinet plus monitor and speakers. Home conversions are never perfect. They generally miss out minor features like unimportant animation, additional parallax or some colours.
S. Atkins, West Midlands

Bargain Basement

Yes, there are such things as cheap cartridge games – even before the MMC report – and most of them are excellent. We went on a search to track down the best bargains around.

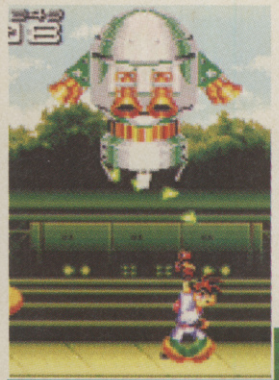
DISCOUNTS! DISCOUNTS! GET YER LURVERLY DISCOUNTS 'ERE!

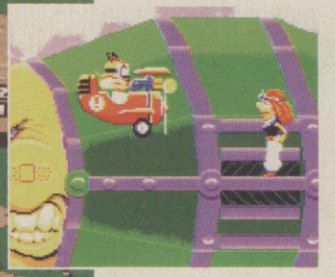
Yes indeed folks, we're giving you not one, not two, not even three discount comparisons... we're giving you FOUR! That's right, we've selected four top console emporiums and challenged them to come up with the bargains. We targeted some of the top console titles and told each retailer to come up with a genuinely decent offer.

And the reason for this? So far this year we've only seen a handful of really good console games, so once you've got those, where do you go next? We've selected some of our favourite titles of the moment, and some of the all-time classics and tracked down the best prices for them. Also it gave us a really good chance to find out where the cheapest games can be bought. Are the big high-street stores best, or do the smaller independents save you cash? Well check out our graph opposite.

We'll be running this section as an occasional feature, so let us know if there are any games you feel we should be tracking down. Another cheap alternative is to buy second-hand. This way you can always get a bargain and can part exchange your existing games for different ones. The place we'd recommend is Computer Exchange in London, who can be contacted on 0171-636 2666. They also flog carts that don't have manuals or boxes at totally knock-down prices. So if you're really strapped for cash, that's the place to try.

It's also worth remembering that most games are discounted once they've been on the shelves for a month or so. Which means that if you're willing to wait a while for your software, you'll usually get it cheaper than if you picked it up in the first week.



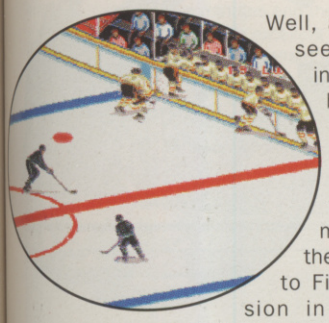


▲ *You want cheap, we give you cheap but not cheerful.*

● CONTACTS: FIFTH DIMENSION, 198 HIGH STREET, SWANSEA (01792 480702) ● HMV LEVEL ONE, OXFORD STREET, LONDON (0171-631 3423), COMPUTER EXCHANGE, RATHBONE PLACE, LONDON (0171-636 2666)

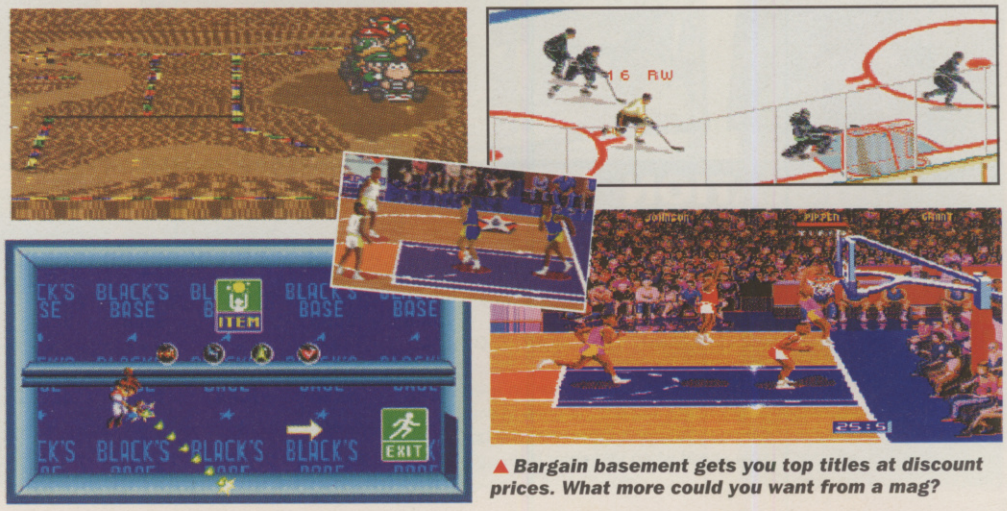
TITLE	RRP	Fifth Dimension	HMV Level 1	Virgin Megastore	Video Game Centre
SNES					
ZELDA	39.99	29.99	39.99	29.99	29.99
MARIO KART	39.99	34.99	39.99	39.99	34.99
MARIO ALL STARS	49.99	49.99*	49.99	39.99	29.99
BRETT HULL HOCKEY	54.99	24.99	24.99	54.99*	54.99*
SUPERSTAR SOCCER	49.99	39.99	37.99	39.99	44.99
NBA JAM TE	64.99	49.99	49.99	49.99	54.99
MEGA DRIVE					
GUNSTAR HEROES	39.99	24.99	34.99	19.99	24.99
DRAGONS FURY	39.99	14.99	39.99*	19.99	29.99
ECCO 2	44.99	26.99	34.99	34.99	39.99
BUBSY 2	39.99	24.99	39.99	39.99	19.99
NBA JAM TE	59.99	44.99	44.99	44.99	44.99
RRP TOTAL		524.89	524.89	524.89	524.89
DISCOUNT TOTAL		366.89	437.89	414.89	409.89
TOTAL SAVING		158	87	110	115

** Means that the game isn't available at that store so RRP used instead of their price.*



Well, as you can see, both the independents beat the big chain stores so well done to them. The major pat on the back goes to Fifth Dimension in Swansea, while the kick up the backside goes to HMV Level One, sort it out!

If your local shop can beat any of these prices, or you think they've got some particularly spectacular bargains on offer, let us know and we'll feature them in an updated Bargain Basement in a few months' time.



▲ *Bargain basement gets you top titles at discount prices. What more could you want from a mag?*

cheat mode

Welcome to another instalment of short tips, four pages full of such smart cheats that even Mr Cheat himself, evil Nick from Eastenders, would take down notes and marvel at the deviousness on offer. Look out for the first batch of PlayStation cheats, including a complete guide to fumpin' spectacular Toh Shin Den and a guide to all the latest FIFA '95 codes on the Mega Drive.

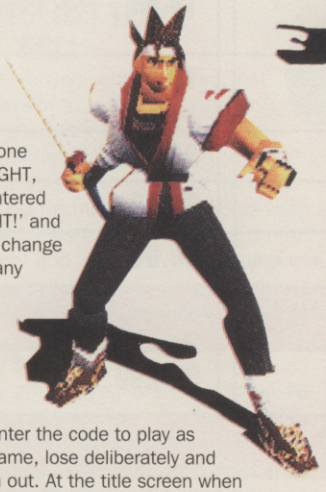
PLAYSTATION

Daniel and Julian Bertozzi from Jersey are two of the lucky people who own a PlayStation. Not only that but they appear to have bought most of the games too, judging by the pages of tips they sent in. Gits! Only kidding!

TOH SHIN DEN

Play as Gaia

As the options and game modes come up on the title screen, key in the following in one fluid motion: DOWN, DOWN RIGHT, RIGHT AND WEAK SLASH. If entered correctly you should hear 'FIGHT!' and the text on the title screen will change to pink. To play as Gaia enter any mode and HOLD UP while you SELECT EIJI until GAIA replaces his portrait.



Play as Sho:

To play as Sho you must first enter the code to play as Gaia. Then start a one player game, lose deliberately and let the continue countdown run out. At the title screen when the options and game modes start appearing, grab controller 2 (if you've got one!) and key in RIGHT, DOWN, DOWN RIGHT and press WEAK SLASH (although you might find it easier if you do a Dragon Punch). Again, if it's been entered correctly you'll hear 'FIGHT!', but this time the text on the title screen will turn light blue. To play as Sho enter any mode and hold down while you select Kayin until Sho replaces his portrait.

Super Moves (Learnt from GAIA)

EIJI: → ↘ ↓ ↙ ← ↙ ↓ ↘ → + ▲

KAYIN: → ↘ ↓ ↙ ← ↙ ↓ ↘ → + ▲

SOFIA: → ← → ← + ▲

RUN-GO: ← ↙ ↓ ↘ → ↘ ↓ ↙ ← + ▲

FO: → ← ↙ ↓ ↘ → ← + ▲

MONDO: ↓ ↘ → ↓ ↘ → ← + ▲

DUKE: ↙ ↓ ↘ → ← + ▲

ELLIS: → ← → ← + ▲

GAIA: → ↘ ↓ ↙ ← → + ▲

SHO: → ↘ ↓ ↙ ← ↙ ↓ ↘ → +▲

Super Secret Moves (Learnt from SHO)

EIJI: ↑ ↓ ↑ ↓ → ← → ← + ▲ + ●

KAYIN: → ↘ ↓ ← ↙ ← → ← + ▲ + ✖

SOFIA: ↘ ↓ ↙ ↓ ↘ ← → ↓ + ▲ + ●

RUN-GO: ↗ ↑ ↖ ← ↙ → ← ↓ + ▲ + ●

FO: ✖ ■ ▲ ● ← → ← → + ▲ + ●

MONDO: → ↗ ↑ ↖ ← → ↘ ↓ + ▲ + ●

DUKE: ↘ ↓ ↙ ↓ ↘ ↓ ← → + ▲ + ●

ELLIS: ↘ ↓ ↙ ↓ ↘ ← → + ▲ + ●

GAIA: ↘ ↓ ↙ ↓ ↘ ← → ↓ + ▲ + ●

SHO: ↓ → ↗ ↑ ↖ ← ↓ + ▲ + ●

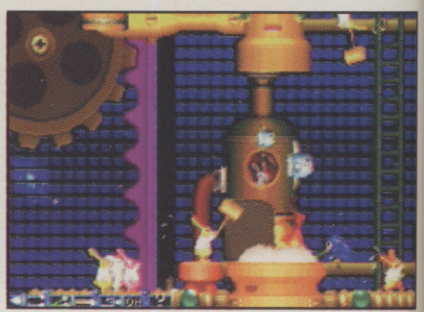
PLAYSTATION

ULTIMATE PARODIUS

Fancy a stack of power-ups? Thought so and to do just that PAUSE the game and enter the following code:

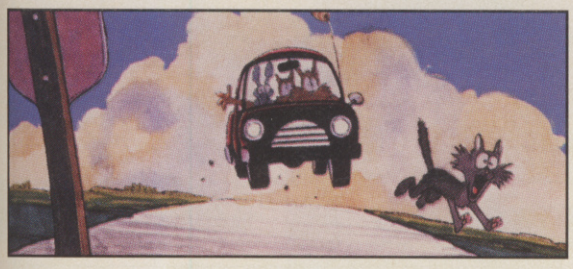
UP, UP, DOWN, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, X, O

You'll hear a sound, unpause and you'll have max power on everything apart from the shield. It only needs to be done once in two player mode and you'll both be powered up. It works with the original Parodius too and you'll get a shield when you enter it.



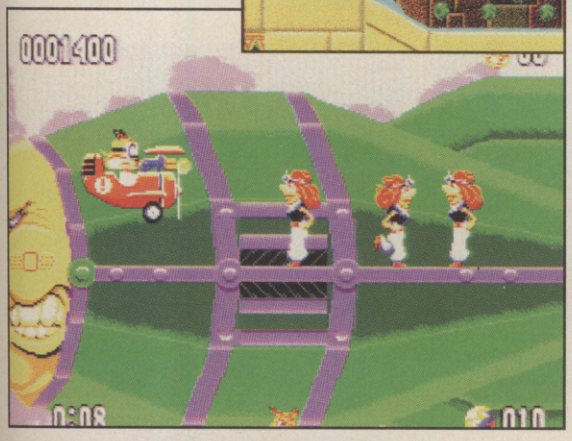
MEGA DRIVE

BUBSY 2



Plenty of you seemed to have shelled out for the second cart featuring the furry antics of Bubsy the Bobcat, perhaps out of respect to the now defunct Accolade? Whatever, here's some cheats which you must enter on the title screen if you want them to work. If you've entered a code correctly then you should hear one of 'those weird sounds' says cheat sender Jon Barnes from West London. Cheers Jon!

Lives Galore: B, U, B, B, A
99 Holes: R, U, B, B
99 Balloons: B, A, L, L
99 Diving Suits: B, L, U, B



MEGA DRIVE

SHINING FORCE 2

Gary Martin from Devon has been beavering away at Shining Force 2, so much so that he's finished the game! At least he thought he had. Apparently once you've killed Zeon the word 'fun' should appear next to the two jewels. Instead of resetting the game, simply leave it for about three minutes and the phrase 'And more...' should appear. You can now play an excellent battle where you have to fight the King (from the chess set), Willard the Rat, Red Baron, Zalbard, Carneela, Geslip, Odd Eye, King Galam and Zeon. Smokin'!

NEO GEO CD

SAMURAI SHODOWN 2

Lee Gray from London is a smug dude with a Neo Geo CD and has these tips for one of its best titles. Simply enter the options screen and move the cursor to exit and push ABCD together. Now when you start the game you should be able to slice your opponents in two. And remember kids, if you feel the urge to try this at home don't, because slicing your mates in half just isn't cool, OK?

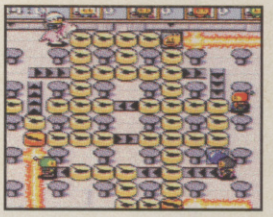
MEGA DRIVE

MEGA BOMBERMAN

We love this game, we love this game, we love this game, we love this game, we love this game. And we love Mark Davies nearly as much for sending in these cheats for Hudsonsoft's unrivalled multiplayer experience.

Levels

1: 7420
2: 3351
3: 3352
4: 7954
5: 7954
END: 0515



MEGA DRIVE

FIFA '95

Here's some codes for EA's '95 footy update which are similar to those in the original FIFA. At the game set up screen go to options and try any of the following codes. Put them in again to turn them off.

Invisible Walls: C, C, C, B, A, A, A, B
Crazy Curve: B, A, C, B, C, C
Crazy Ball: C, A, B, C, C, B, A, C
Super Goalie: A, A, A, A, A, B, B, B, B, B
Super Defence: B, B, B, B, B, C, B
Super Attack: A, A, A, A, A, B, C
Super Power: B, A, B, B, B, B, B, B, B, B
Super Team/Dream Team: A, A, B, B, C, C, A, A

MEGA DRIVE

THE JUNGLE BOOK

We've already printed the level select cheat (that's press U, D, U, D, L, R and START as the Disney logo disappears at the start of the game short memory fans) but here's some more which must also be entered in on the title screen too.

To reset weapons and health: U, U, D, L, R, L, R, B, A
Skip to Baloo: B, A, L, U, U
Skip to Kaa: C, A, A, B, C, A, A

WE WANT YOUR TIPS!

If you've managed to complete upteen levels of a game, and in the process acquired the level codes, or you've wangled some great cheats, then send them and get a name check courtesy of CVG's Cheat Mode. So send your cheats, tips etc to the following address...

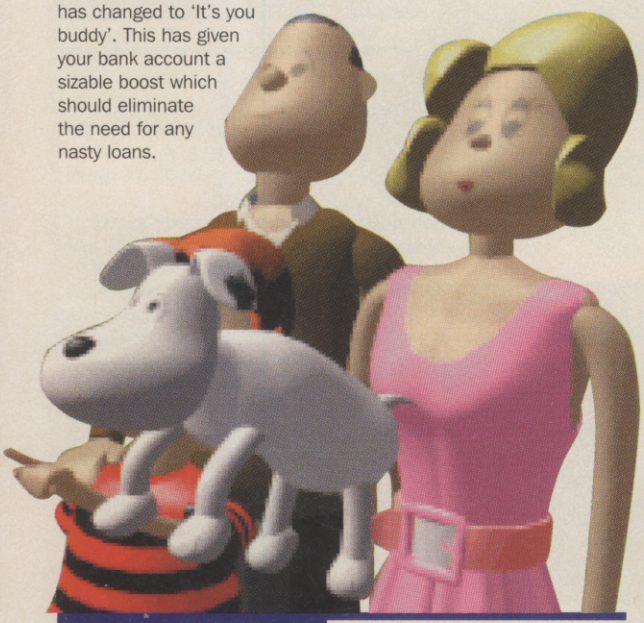
CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

cheat mode

AMIGA

THEME PARK

Strategy games are great don't you think? If you do then you're probably the proud owner of this gleaming piece of software excellence. If so, here's a small but perfectly formed tip from the hand of Damon Penn down in Suffolk. Start the game as you would normally and simply enter DEMO. This will give you a fully formed park with all the basics in place to make fighting off the competition a hell of a lot easier. Another Theme Park tip has winged its way in from, well, we've lost the helpful person's name, but many cheers anyway mate! Load the game without selecting the intro sequence and when the disk three prompt appears, enter the disk and when the screen goes blank press the C key a few times. Once the the game has loaded, go to the the map screen as usual and if all's right you should see that your name has changed to 'It's you buddy'. This has given your bank account a sizable boost which should eliminate the need for any nasty loans.



AMIGA

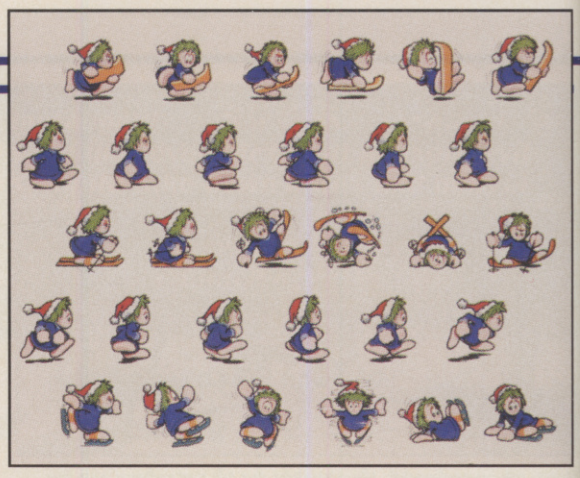
BANSHEE

After printing the cheats to the CD32 version a couple of months back, some of you have phoned in asking what the original Amiga version cheat modes are, so without further ado, here they are. First of all play the game, and make sure that you do quite well as you need to get your name on the high score screen. On said high score screen enter your name as either I AM EXQUISITELY EVIL or FLEV17 (your guess is as good as ours as to what that means!) and you're now in the gore mode where among other delights blood will spray forth from the polar bears if you shoot them! Ha, ha extreme power is mine! Oh, and by the way pressing F will skip you happily through the levels. Hurrah!

AMIGA

CHRISTMAS LEMMINGS '94

If you got a copy of this updated Lemmings classic for Xmas and are still having trouble playing it (and having been stumped on the later levels for ages we know what that's like), here's a comprehensive list of all the level codes from both the '94 and '93 levels.



Frost '94

2. SKI JUMP: IJRLDLCCCN
3. CINDYLAND: NRLDLCCDCM
4. SEPARATE WAYS: RLDLCINECD
5. LEMMING REUNIFICATION: LDLCAJVFCM
6. THE LAND OF THE BIZARRE: DLCIJVLGCF
7. HAPPY NEW YEAR: LCANVLDHCS
8. DIVISION BELL: CINVLDICL
9. THE QUEST FOR KIERAN: CAJRMDLJCN
10. FOUR PLAY: IJRMDLCKCG
11. MAYBE NOT SUCH A DODDLE: NRMDLCALD
12. IT'S BOXING DAY: RMDLCINMCM
13. TWO MINUTES BEFORE MIDNIGHT: MDLCAJVNCF
14. AND A HAPPY NEW YEAR II: DLCIJVMOCO
15. PLETHORA OF PRESENTS: LCANVMDPCL
16. UP ON THE ROOFTOPS: CINVMDLQCE

Hail '94

1. GO THATAWAY: CAJRLFLBDH
2. BREAK ON THROUGH: IJRLFLCCGQ
3. AND A HAPPY NEW YEAR: NRLFLCADDN
4. LEMMINTASCHEN: RLFLCINEDG
5. GET THE POINT: LFLCAJVFDP
6. SURPRISE PACKAGE: FLCIJVLGDI
7. STEEL ICE SPAN: LCANVLFHDF
8. SIR EDMUND HILEMMING: CINVLFIDO
9. UP, UP AND AWAY: CAJRMFLJDQ
10. LEMMY IN THE COLD, COLD GROUND: IJRMFLCKDJ
11. EMMINGS! (NO L): NRMFLCALDJ
12. MERRY CHRISTMAZE: RMFLCALDJ
13: THE POLAR EXPEDITION:
14: RENDEZVOUS II: FLCIJVMODR
15: STEEL BLOCK PARTY: LCANVMFPDO
16: PEAK OF PERFORMANCE: CINVMFLQDH

Flurry '93

2. FLOATING LEMMING FURY: KJRLDMCCES
3. HOLIDAY MINING: NRLDMCADEN
4. LEMMING TRACKS IN THE SNOW: RLDMCINEEG
5. CHRISTMAS SOUTH OF THE EQUATOR: LDMCAJVEP
6. LEMMING SNOWFALL: DMCIJVLGEL
7. LEMMING SNOWJOURN: MCANVLDHEF
8. CLOUDS OF LEMMINGS: CINVLDMIEO
9. A BLOCK FROM HOME: CAJRMDMJEQ
10. LEMMINGS BELOW ZERO: IJRMDMCKEJ
11. AT HOME IN A CAVE: NRMDMCALEG
12. PRESENTS OF MIND: RMDMCINMEP
13. YO–YO LEM–LEM: MDMCAJVNEI
14. MARSHMALLOW LAND: DMCIJVMOER
15. HEAD FOR THE HILLS: MCANVMDPEO
16. THE LONG WAY ROUND: CINVMDMQEH

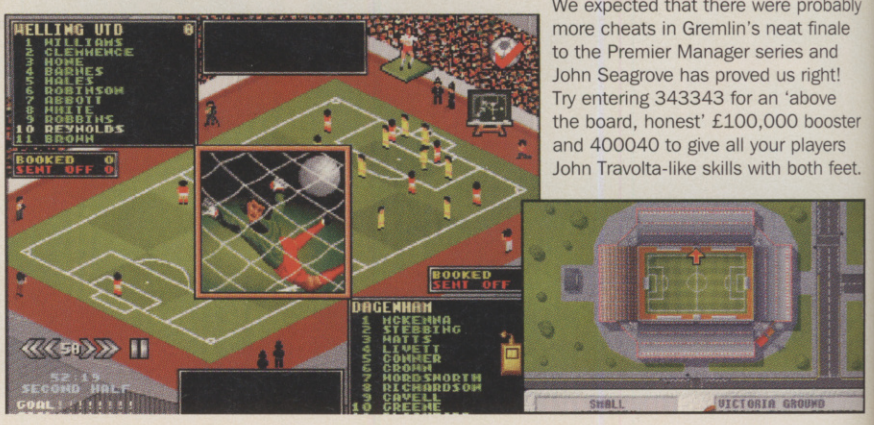
Blizzard '93

1. OOG! LEMMING: CAJRLFMBFK
2. LEMMINGS UP HIGH: IJRLFMCADFQ: IJRLFMCCFD
3. CHECK YOUR HINTS: NRLFMCADFQ
4. SANTUS LEMMINGSUS: RLFMCINEFJ
5. IT CAME UPON A LEMNIGHT CLEAR: LFMCAJVFFS
6. A SINGLE LEMMING: FMCIJVLGFL
7. BREAK ON THROUGH: MCANVLFHFI
8. PRESENTS OF MIND II: CINVLFMIFR
9. LEMMINGS THE MOTION PICTURE: CAJRMFMJFD
10. THE WRATH OF LEM: IJRMFMCKFM
11. THE SEARCH FOR LEM: NRMFMCALFJ
12. THE VOYAGE HOME: RMFMCINMFS
13. THE FINAL FRONTIER: MFMCAJVNFL
14: THE UNDISCOVERED COUNTRY: FMCIJVMOFE
15: THE NEEDS OF MANY: MCANVMFPFR
16. THE NEXT GENERATION: CINVMFMQFK

AMIGA

PREMIER MANAGER 3

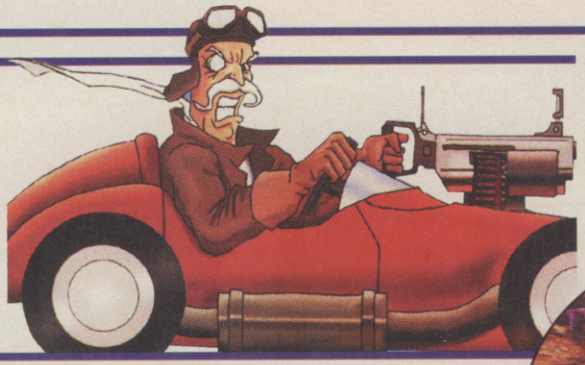
We expected that there were probably more cheats in Gremlin's neat finale to the Premier Manager series and John Seagrove has proved us right! Try entering 343343 for an 'above the board, honest' £100,000 booster and 400040 to give all your players John Travolta-like skills with both feet.



SNES

STREET RACER

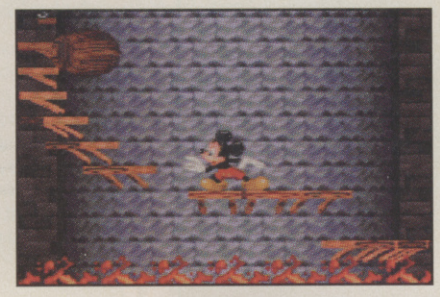
To access the bonus tracks, go to the options screen and type L, R, L, R, X and Y. And er... that's it. A short but sweet tip from R. Abbott in Hertfordshire.



SNES

MICKEY MANIA

Another short but neat tip from R. Abbott for this supreme piece of Mickey platform action. For a level skip, go to the options screen and select the sound test setting music to BEANSTALK 1 and FX to EXTRA TRY. Exit, HOLD L for SEVEN seconds and a tone will confirm that a level select option is now available on the menu.



JAGUAR

ALIEN VS PREDATOR

Hurrah, someone has finally sent in some tips for the Jag that aren't for Doom! And that man is Kai Wootton from Avon. Cheers Kai and congratulations on having such a brilliant name! Kai promises to send in more tips on the game so we'll hold you to that matey!

1. Airduct 1B just aids movement around sub level 1
2. Airduct 2B moves between two of sub level 2's corners and also accesses sub level 1 and a swarm of aliens so watch out!
3. Airduct 3B takes you to security cards 2 and 3, remember to search all the bodies.
4. Airduct 4B enables you to access sub level 4 in some interesting places. Try not to get lost in the training maze!
5. Airduct 3C holds the pulse rifle (by the body that is hard left after exiting the brig). There is only one entrance and you need at least security clearance 1.
6. Always access computers in 3B and the sub level 2 exit nearest security card 3 as they have plenty of interesting info. Apparently.

AMIGA

TOWER ASSAULT

Now this is a tough game and no mistaking tips fans! So much respect and hearty backslapping is due to David Nicholas from Germany for managing to come up with the codes.

Engineering Level 1: FKBJMCEAEDCAADN
Civilian Level 3: EEBMKCAAMDCAADS
Stores Level 3: EJCDNCAEGDCAAADS
Science Level 2: JGANKCEAKD-CAAADG
Military Level 3: EPAFNGEBAD-CAAADM
Main Tower Level 2: LAANNCEBND-CAAADD

PC

WING COMMANDER 3

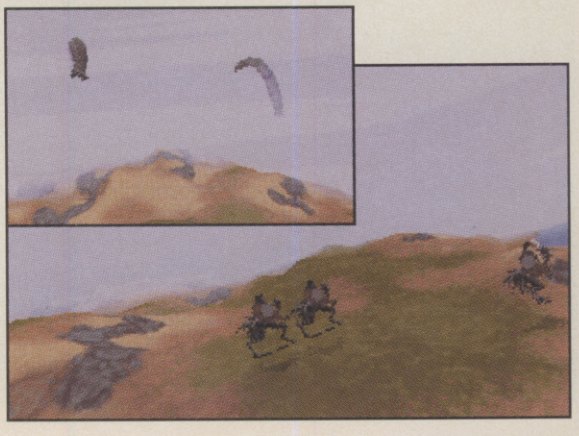
Perhaps the best tip for this game is to make sure that you've got the mother of all PCs to play the thing on. Assuming that you do have one, try pressing ALT and O while in mid spaceflight to call up an options screen complete with invincibility. Thanks to John Spencer in London for that one.

PC

MAGIC CARPET

Here's a few rugtastic cheats for this, the greatest of PC games so far. Thanks again to John Spencer for supplying them. Type I at the prompt and then RATTY after a little 'red thing' appears. Now to:

Get all spells: PRESS ALT and F1
Replenish Mana: ALT and F2
Skip levels: ALT and F3



cheat mode international superstar soccer

Whether you're constantly crushed by Cameroon, or have to put up with the smarmy grin of an ever-victorious mate – you can't afford to lace up your boots without these tips.

SNES

TOP TEAMS

GERMANY

Easily the best defence in the game. It's the sweeper, you see. No matter how many times you get through the defence there's always the last man there to make your life miserable. Still, it makes it impossible to play a decent off-side trap.

ITALY

For straight-forward down-the-middle play Italy have to be the true masters. With Baggio in midfield it's possible to control the game from there and keep pushing forwards time and time again.

HOLLAND/BULGARIA

While Holland are the slightly better passing side, both teams are superb for wing play. The trick here is to get the player with the ball in position on the goal line then chip the ball into the middle of the box. Providing you can judge the distance right you'll be looking at an almost-certain shot every time.

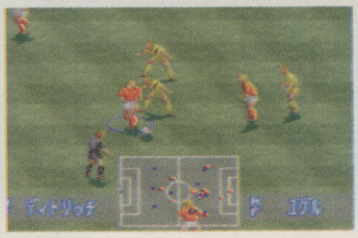
UNSTOPPABLE SHOT MACHINE

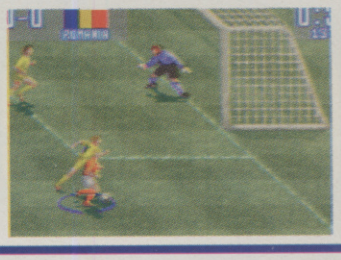
While it's nice unleashing real long-range net-busters on the opposing goal, most of the time these'll be saved, or you've shot from such a long way out that there aren't any strikers to capitalise on the rebounds. That said sometimes long shots do work, but they're best saved for when you're in a really desperate situation or the score's nil-nil and you're not in a hurry.

Trick shots such as diving headers and volleys usually deliver the best results, while low drives often force rebounds. Still, while the goalies in the game are good, they are prone to making blunderous mistakes of appalling proportions – so test them at every opportunity.

HEAD 'EM OFF AT THE PASS

It's impossible to win a match without playing a good passing game. However, that doesn't mean that punting the ball around is always the best solution. It's usually best to wait for an opposing player to run towards yours before you release the ball. One thing to bear in mind is that when the player you're controlling isn't moving, chances are half your team are standing stock-still waiting for something to happen. If you try to pass in this situation you might be able to string three together, but usually the ball will be intercepted. So run before you kick.



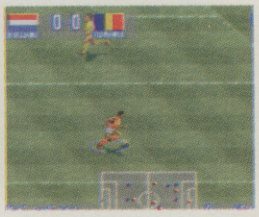


If you do go for one of those jinking runs through the opposing defence, bear a few things in mind. Firstly, you can't turn very fast when you're running, so take your finger off the dash button to execute sharp turns. When a player does come in for a tackle, all you need to do is turn your back to them and buy yourself a couple of seconds while you find someone to pass to, or attempt to spin around the other player.

DEMONIC POSSESSION

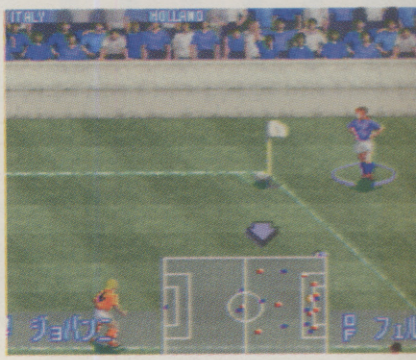
GENERAL TACTICS

It's usually a good idea to set your forwards on out-and-out attack – especially when you're up against a team which plays the offside trap. This way you'll be able to punt long balls forwards and try to catch the defenders out.



As a footnote, if you're doing really well and want to rub a result in, pass the ball back to your 'keeper, then run him the length of the pitch and belt the ball into the net. It'll probably earn you a dead arm from your mate, but it's worth it.

CRAZY CORNERS



Usually when you take a corner, the little direction arrow is pretty much in the perfect place. All you need to do is tap the A button and push the D-pad in the direction of the goal to curl the ball in. The temptation here is to wildly tap on the shot button in the hope that one of your lads gets on to the end of it. It's much better to bide your time and judge the shot. There isn't a fool-proof way of getting the ball through the defenders, but if you can get it to any of your players you stand a good chance of getting, at worst, a rebound.

EXPOSE YOUR TACKLE

There's nothing more annoying in this game than mistiming a tackle and then watching the other player burn forwards while the offending defender falls behind. Usually the best way to execute a near-perfect tackle is to position your defender slightly above or below the attacker and then slide as he pushes the ball forwards. Providing you get the ball first the ref won't blow his whistle, and there's normally the added bonus of flattening the attacker.

Those funny standing tackles where the player sticks his foot out should only really be used when you're facing the attacker. From behind the best you'll usually do is make them stumble.

WE WANT YOUR TIPS!

If you've managed to complete upteen levels of a game, and in the process acquired the level codes, or you've wangled some great cheats, then send them in and get a name check courtesy of CVG's CheatMode. So send your cheats, tips etc to the following address...

CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

cheat mode

the syndicate level solution

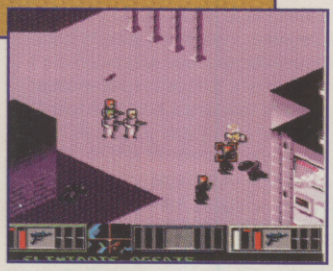
Okey dokey! We all know what a corkingly good game Syndicate is. What some people don't know is that the solutions for the PC and Amiga versions of the game are totally different to the console versions. So here is the first bit of the solution for the Mega Drive and SNES versions. This covers Europe and Asia only.

MEGA DRIVE AND SNES

WESTERN EUROPE

Go directly to the building below left of your starting position, one of the enemy agents is to be found under the roof – your best bet is to persuade him. You have to find the other one yourself! (Well you didn't expect everything on a plate did you?)

Oh yeah, persuade this one as well.

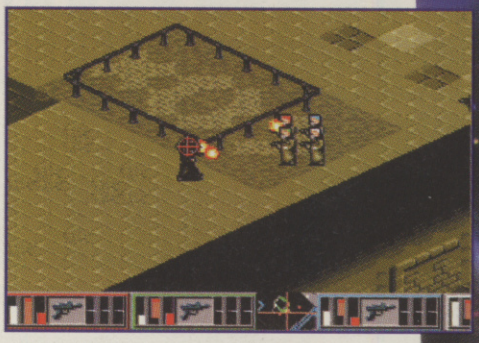


SCANDINAVIA

The first target is on the roof at the far left-hand side of the level; to get there, go through the small passageway but be careful since it is guarded. The next three people are to be found just running around the level, but from time to time one of them will turn up in a small room at the top left. To get into this room, go back to the first passageway, further up the wall there is another passage – go through this. The last person is in a small passage at bottom right. But look out as the police are guarding the entrance and will ambush you.

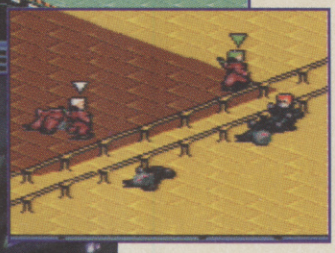
CENTRAL EUROPE

If you play your cards right on this level, you can gain some new agents with modifications (wahay!). First, put all your agents into group mode and panic them. Get into the car, drive up to the gateway then get out and leave it parked there. I know that this seems pointless but trust me – I'm a doctor. Now, run to the right but don't shoot the enemy agents unless you have to. Get to the L-shaped building on the far right, go inside and use your persuadertron on the target. Now, leave the building by the top door, and lead your persuaded target back to the start of the level. Then close the gates by moving the car. Leave the person locked in the compound at top left. Get into the car (with all your agents) and drive all the way through the gates. Now you can complete the game as you please, either by killing all the civvies, or you can persuade them and then – if you have a version one brain – persuade the enemy agents.



EASTERN EUROPE

This level can be finished really quickly and with little confrontation. From the start, run towards the bottom right of the level, along the road, until you hit the back of an inverted L-shaped building. Go around the lowest corner and run up past the person you have to persuade, with your persuadertron selected. When that person is persuaded, keep running back towards the exit point. Watch out for the police waiting near the evac point; they're hidden behind the wall.



URALS

Run up the road to the left, shoot the two guards and get in the car. Drive up the road to the gates, shooting all the guards you see on the way. Again, leave the car parked in the gates so you can pass easily back and forth. The person you need to persuade is usually either in the room at the bottom left inside the compound, or running around near there. Proceed to eliminate all the guards as instructed. There will be some outside the compound unless you shot them all before you went in. Take the object from the small square building near the top left. There is also a flame thrower on this level in the large building in the extreme top left; take it. Evacuate by going out through the gates. For speed, go by car, but make sure you don't run over your persuaded person. The exit point is at the extreme bottom left and you can drive all the way there.

KASAKHSTAHN

Take at least one minigun, run out into the open and open fire. This makes it harder for the enemy agents to hide. The person who has to be persuaded is in the extreme bottom left, so make a bee-line in that direction. The person who has to be assassinated is hiding in a large compound with water in the centre, situated at the bottom right. Shoot this unfortunate individual and you will have completed the mission.

MONGOLIA

The person to be shot is at the top right. Be careful to shoot the right person, as there is also someone in the same area who has to be persuaded. Take the east road there, and come back the same way to the evacuation point, which is more or less where you start.

SIBERIA

Run to the right along the road until you reach a crowded town square, where you should find the first of two people whom you need to persuade in order to complete the mission. The second person is by the building in the extreme bottom right. Be careful in your approach, because there are a few well-armed enemy agents lurking in the shadows waiting to shoot your agents. The enemy will shoot anything, including the second person you need to persuade. The evacuation point is over at the extreme left, near several small buildings.

KAMCHATKA

Run to the left and get into the car parked on the bottom-left corner of the road. Drive it up to the gates in the top left of the level and park in them. The enemy agents will be closing in by now and you will have to shoot it out with them so arem yourself well. When you have dealt with them, continue walking along the road until you reach the part that is concealed behind the top tower of the main building. You should find another car here which you will need to take in order to go through the main gates. Leave the car parked in the gateway as usual. Jump out and get the weapons from the small rectangular building in the centre of the compound and from the small square building under the passageway to the right; watch out for the guards here. The evacuation zone is near to where you should have left the first car you used, over in the top left. There's also a gauss gun on this level, in the small rectangular building.

CHINA

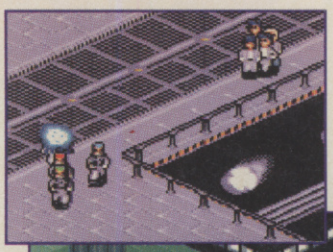
Run diagonally down to the bottom right. Do not use the car. There you should find the person who has to bite the dust. He'll either be in the right half of the two adjoining buildings or running around somewhere near there. Kill him and take the object from the other room. Leg it back up to where you started to complete the level.

FAR EAST

The first person on this mission has to be shot dead and you will find him up at the top. The next two have to be persuaded; one will be in the large blue town square and the other will be up in the top left area. Next, take the weapon from the small square building at the bottom outside the main wall. Three enemy agents may come after you. To evacuate, make your way up to the top right hand corner.

IRAN

It's best to start this mission with an agent in the green slot. You will have to persuade two people very near to where the green agent starts. Take care not to shoot them or let the police shoot them. The exit point is at the top right hand side where you will encounter a trigger-happy agent armed with a minigun.



INDIA

Your first objective is to eliminate all the agents who are everywhere. You will need to be well armed, so find the weapon you need to take in the building with the round skylight at the middle bottom of the level. To evacuate, make your way to the top left-hand side of the level before heading for the top right.

PACIFIC RIM

Make your way over to the open area over at the right-hand side of the level. Take plenty of guns. Kill all the enemy agents in this area, as they won't be able to hide behind anything, which makes things a lot easier.

INDONESIA

Do not head straight for the person you need to persuade. Instead make your way down the level in a large U-shaped route, killing all the enemy agents on the way. If you don't do this, the enemy agents shoot the people you need to persuade. When you have killed all the agents, persuade the four people you need to, the first three will be around the middle of the level somewhere. The last will be under a square construction with four pillars in the same area. Evacuate in the top left.

IRAQ

Persuade the person in the building near the top left. Then make go to the evacuation point inside the big bunker-type building up at the top right. Try not to get shot when you are trying to take the people that you have persuaded inside.

Well, as Stormin' Norman once said – I'll finish with Iraq. There should be enough to keep you going for a while, but if you are still stuck..... TOUGH! If we're feeling generous we might print more next month.

cheat mode

The biggest tip we can give you on this page has to be 'buy this game' because walk up to anyone who owns an Amiga, and apart from whinge about the lack of games coming out on Commodore's premier computer they will say that the best game ever on Amiga has to be Sensible World of Soccer. Rik Skews certainly thinks so, and knows so as we can never prise him away from playing this footie gem, so listen up 'cos this is a tough bugger to crack and you'll soon be on the winning road if you read our in-depth guide...

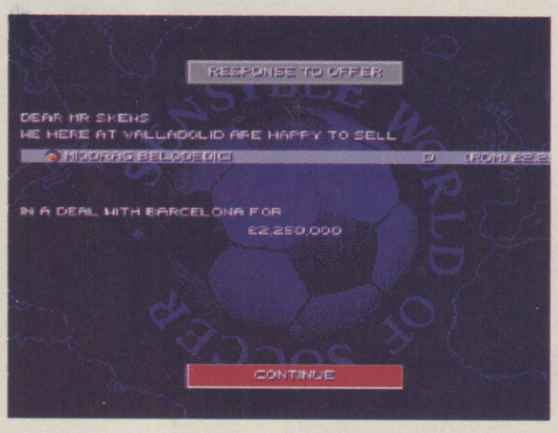
Sensible WORLD OF SOCCER

(C) 1992, 1993, 1994 SENSIBLE SOFTWARE

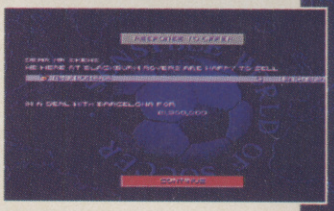
sensible world

REACH UP!

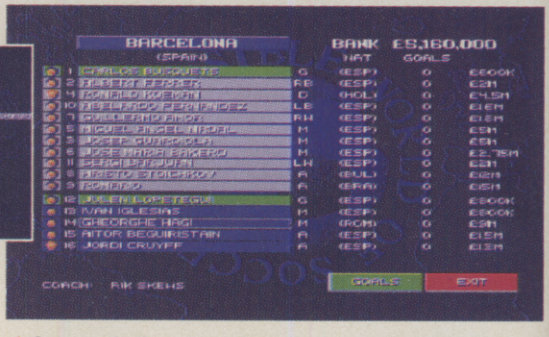
Barcelona are arguably the best team on display in Sensible World of Soccer, but just like Michelle's makeup in early episodes of EastEnders they are hiding a number of problem areas. Here's a guide to giving Barcelona a world beating sheen, but the tips are general and can be used on any class side.



▲ *That defence could do with a bit of strengthening too. Koeman's on his own and although a class act is more of a sweeper than defender. The reserves are a defender-free zone too, so if Koeman takes a knock a midfielder will take his place. Bad news city, because players out of position play much more poorly than they did in the original Sensi. Time for a defender then and Rumanian Belodedici is the man for the job. A bargain at £2.25 million I chose him primarily because he matched my style of play.*



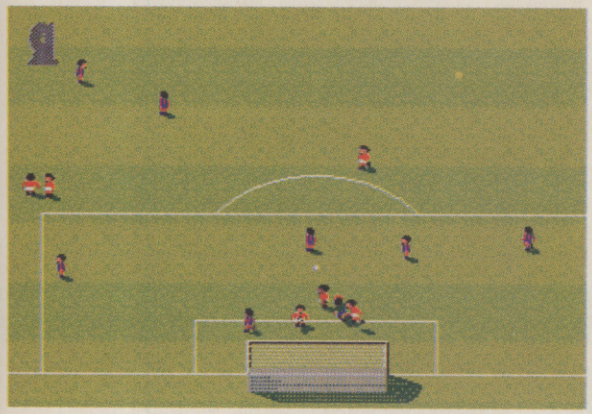
▲ *Barcelona need a better goalkeeper than the £600,000 rated Busquets. I still have about £5 million so I make a bid for Inter's Pagiluca. Inter aren't interested in my bid plus both goalkeepers,so I return to England and get Flowers from Blackburn for the basic asking price of £1.9 million.*



▲ *Can you believe Barcelona have left Hagi in the reserves? Leaving any player worth more than £2 million to rot in the reserves is madness, they'll decrease in value, and of course, won't be contributing anything to matches. Not good. So I've swapped Hagi with Bakero, not because he's any better but at the bargain price of £2.75 million he is more likely to be snapped up on the transfer market than Hagi who is valued at £9 million which is a tad pricey.*

◀ *I've placed both spare goalkeepers on the market along with Bakero and Cruyff. Selling spare players generates revenue and stops the wage bill hitting the moon, which is easily done when most of the players here earn £20,000 or more a week.*

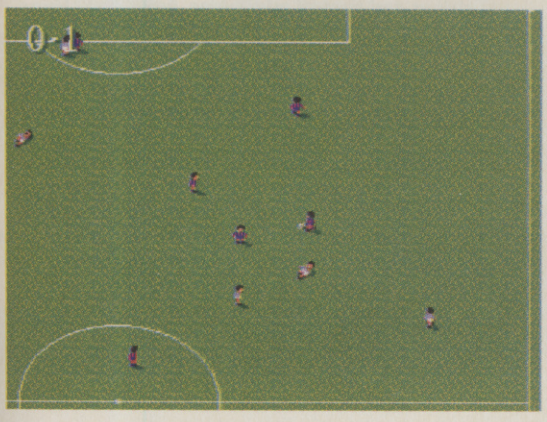
TOP TIPS FOR GOAL SCORING



◀ **The Corner:** Arsenal fans will know about this one. With players galore all hovering in and around the penalty box it's difficult to keep track of the ball. And before you know it, a Tony Addams -headed special is stuck in the back of the net. Yes!

# of soccer

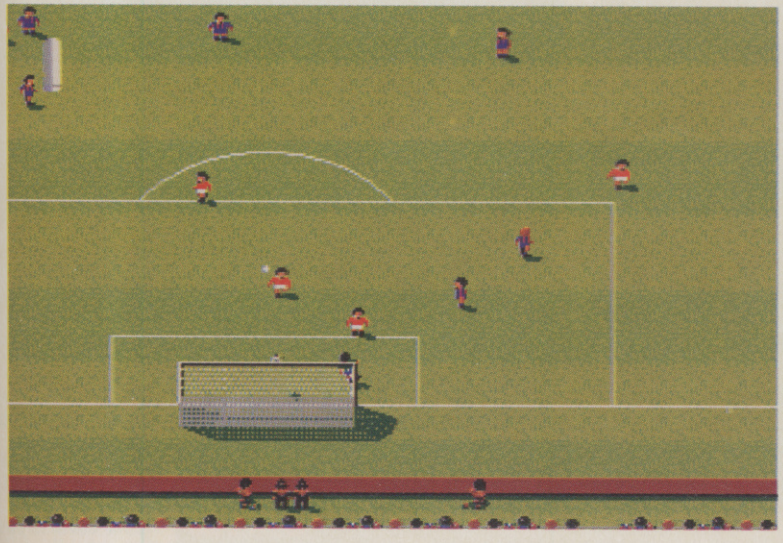
▲ **Goalie Pass:** Keep an eye out for a central defender moving in to collect a short pass from the goalie. Immediately after the goalie has released the ball leap in with a striker, take the ball off the defender and shoot it diagonally (with zero aftertouch) past dimwit goalie before he gets back to his line.



The Slide: kind of like the rebound, this can be attempted from either a rebound or pass. Simply kick the ball with the maximum aftertouch and if the angle doesn't catch the goalie out then its high speed probably will. ▶

◀ **Banana:** Apply plenty of aftertouch to the shot, but not as much as in the slide. For best results make sure your man is to the far right of the goal, outside the area and at a 45-degree angle. Here's one I prepared earlier.

Rebound: The Lineker, Wrightie and all good strikers special. Rebounds are more common in SWOS with the better goalies around, so shoot with one striker and hope it's a goal. If not and the goalie parries it, follow through with the other striker and score before the goalie has recovered and is subsequently back on his feet. ▼



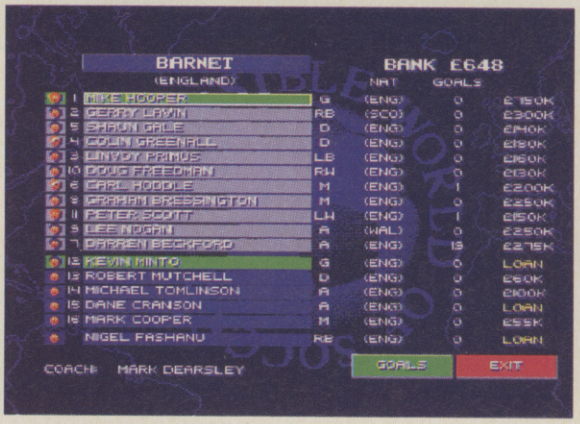
Far Post Strike: A goal of class, the far post strike is difficult to master but well worth clogging up your save game disk with once you've got the hang of it. The trick is to approach the near goalpost and hit and hold the fire-button hard. Apply no aftertouch and the ball should shoot straight past the keeper. Then again it might not. That's fate for you. ▼

cheat mode

sensible world of soccer

BASE MECHANICS

Hell, I know it's tempting to play with one of the big boys when you first start Sensi World, but don't or you'll more than likely end up getting a good and proper pasting. If you're a footy guru then stick to playing a team from one of the lower English divisions as you'll have a better idea about the opposition. If you must play as a class team then stick to playing 'friendly' internationals where the overall skill balance is far more equal than in any league.



◀ ***As the terrace chant goes 'Bees 'R' Bollo (er... not very good – CVG) so Barnet seemed like the ideal squad to try and sort out and shape up. Getting hold of a decent goalkeeper is the priority, since overall skills in this neck of the woods aren't great. Trawling through the domestic transfer market I found Newcastle's Hooper going for a bargain £500,000. Unfortunately, due to lack of funds I had to include top scorer Lee Hodges in the deal. This has since payed off though, and after playing in a tightly defensive position for most of the first season the defence conceded very few goals with the result being that Hooper is now worth £750,000. Promotion and a decent cup run swelled the coffers and I used the funds to strengthen the next two most important positions: striker and central midfielder. Apart from being available at a pocket-friendly price the players I chose, Oldham's Darren Beckford and Sheffield Wednesday's Graham Bressington, suit my style of play and they are also fast around the pitch.***

GENERAL TIPS

JOB OFFERS:

Sad but true, most job offers that come your way will offer you the job of managing a worse team than the one you do currently. This is especially true if you're about to get promoted. Your best bet is to stick with your current team, do well and wait for that job of managing the national side to come up.

POSITIONS:

Keep players in their best positions at all costs. It's just about acceptable to place a defender in a left or right back position but don't take the risk any further than that or you'll be sorry! For instance, putting an attacker in defence will guarantee that the goalie will spend the best part of the match picking the ball out of the back of the net.

SERIOUSLY INJURED PLAYERS:

It might be harsh, but selling seriously injured players is the best bet. Anyway, if I had my way I'd shoot them! Most teams will take a seriously injured plater in an exchange deal, but obviously be prepared to splash more cash than you would normally.

BEST BUY:

Pick up John Byrne from Sunderland, whack him up front, change the formation to 4–3–3 and watch the goals rain in! Honest.

TACTICS:

The range of tactics already present is more than adequate for most situations. The only edits I've made personally and recommend are outlined below...

▼ ***Cup Run: A good cup run will bring in the crowds, generate cash allowing you to buy better players and keep the run going. Take a tip from Arsenal and field a weakened squad in any league game before a cup match so as not to risk any injuries or suspensions. It's also a good idea to leave out key players who are carrying a knock, just in case the injury gets worse.***

▲ ***Post Posse: Place a couple more men at the far post (make sure they are midfielders and not defenders though). When the corner swings in you'll have a much better chance of scoring.***

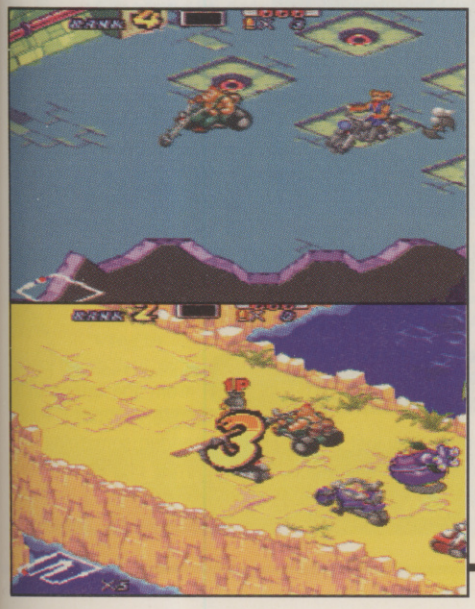
◀ ***Super Defence: Don't want to lose that precious 1–0 lead? Then stick all but two of the team in your goalie's area. Leave a central midfielder and striker in place, either to create a goalscoring possibility or simply to waste those fingerbiting seconds at the end of a match when your team is so near to winning.***

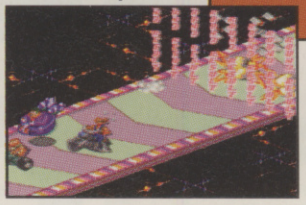
WIN A SIX FOOT MOUSE ON A HARLEY DAVIDSON!

(No, not really, but it certainly got your attention, didn't it?) Well, you can't say that CVG don't provide outstandingly wonderful competitions, 'cos we do – so there! And to prove it, we have stuck our heads together with those top guys and gals at Konami and Snickers, to bring you the competition to end all competitions. Well maybe not but we are offering not one, not two, but six main prizes consisting of a copy of the game, a Biker Mice poster and a WHOLE BOX OF SNICKERS! Yes indeedy, that means you get 24 bars of 'HUNGER SATISFACTION – GUARANTEED!' And for 20 lucky runners up there is a poster and a Snickers bar.

Biker Mice From Mars is a challenging one or two player racing game on the SNES. Race against five other challengers on futuristic bikes and buggies. Come in the top three in each race and earn the chance to play on the next level, but if you fail, then there's no peanut-based chocolate bars for you!

So, what super difficult question have we got for you? Well here it is!





WHAT WAS THE ORIGINAL NAME FOR SNICKERS?
WAS IT
a) MARATHON
b) POLE VAULT
c) MARS

Answers on a posty to;
REAL MICE EAT SNICKERS
Competition
CVG
Priory Court,
30 - 32, Farringdon Lane,
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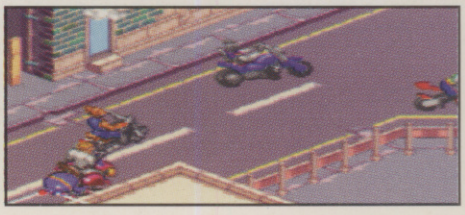


WIN!
A football game of your choice!

compo

That's right, the football season is drawing to a close and you'll be needing something to tide you over the lonely months of oblivion before the season starts. You might, but probably haven't, noticed our sister mags The One and CU Amiga running their version of the Fantasy Football league, which they call Fancy Football. Well that's soft, our version is much better and easier. Simply tell us which three footballers have been pleading innocence in front of the judge this season, and whether or not they'd have been banged-up straight-away if they'd played for Endsleigh League clubs. (Our pictures are no help whatsoever by the way.)

Controversial or what?

We've five games to give away, so state which one you're after and which format you want it on. Stick your answers down on a postcard (preferably one sporting a Gooner) and send it to: Arsenal ARE the worst football team ever, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

We'll print the results in the July issue, so the closing date is 14 May.

BIG EDS

CVG brings together the loveliest, ugliest, but more importantly the most informed games editors in the country...

Andy McVitie, Editor Nintendo Magazine System

It hasn't even arrived yet, but the Ultra 64 is the cause of much excitement in the NMS office. Forget the Saturn and the PlayStation, this machine is going to wipe the floor with the lot of 'em. And we've got the specs to prove it too. Read our latest issue to find out more...

Steve Merrett, Editor Mean Machines

Panzer Dragoon is keeping us busy at the mo. It may be nothing more than a fancy Space Harrier with loads of views, but the atmospheric sound and stunning graphics raise it well above Sega's dated 32X conversion. And that makes three decent games for the Saturn now! Blimey.

Richard Leadbetter, Editor Sega Magazine

Being the first European journo to play Daytona USA I can report that it's every bit as good as I was hoping for. Both graphics and gameplay are totally superb, and yes – it is better than Ridge Racer. But perhaps they should have left out the dodgy singing in the background....

Alan Dykes, Editor CU Amiga

This month, we've got the brilliant console-beating racing game, Skidmarks 2, from Acid software. And Doom on the Amiga – they said it could never be done. Well, Fears is a new French game that's about to prove them wrong. Could things get any more exciting? We think not.

Andy Nuttall, Editor The One for Amiga Games

DOOM ON THE AMIGA! Is it possible? You bet it is — and those wacky boys at Acid have done it. Gloom is the result of months of slog, under the codename Black Magic — and The One not only has the world exclusive preview, but also a customised coverdisk demo! Yes!

David Upchurch, Editor PC Games

This month in PC GAMES we've got the first peek at Cryo's stunning Aliens. As you've probably guessed, it's based around everyone's favourite face-huggin', chest-burstin', acid-bleedin' xenomorphs — and it looks fraggin' *incredible*! Could this be the scariest game ever?

Steve James, Editor PC Review

If you're looking for something sexy to slap in your CD drive get BioForge from Origin. Visually it's unparalelled, surpassing anything else in the Alone in the Dark/Ecstatica genre. SuperKarts is another new 'best of' on the PC – it's a brilliant debut for developers Manic Media.

Mark Patterson, Editor Computer and Video Games

I've just come back from the toilets with those Psygnosis PlayStation pics aren't they just the greatest? I needed something like that after ripping even more of my hair out while playing Hagane. Bloody good game, though. Still, Demolish 'em Derby is the one I'm waiting for. That's going to be simply awesome.

chart attack with HMV

all format top 10

1 ✪ Disc World
■ Psygnosis ■ PC CD

Terry Pratt's Disc World novels make their debut PC. Great animation and Pratt's involvement means authenticity has been assured, and it's a fabulous adventure to boot.

2 ✪ Dark Forces
■ Virgin ■ PC CD

CVG's cover star from last month makes its mark on the charts, and what a tremendous Doom-style first person, isometric shooter this Star Wars licence is.

3 ✪ International Superstar Soccer
■ Konami ■ SNES

Possibly the best footie game ever devised on any format, and probably CVG's favourite game since Christmas.

4 ▼ NBA Jam Tournament Ed.
■ Acclaim ■ SNES and Mega Drive

Simply the best basketball game ever devised, and this new edition adds power-ups plus faster gameplay.

5 ▼ Sensible World of Soccer
■ Virgin ■ Amiga

The best computer footie game in its lastest guise is must for any Amiga owner.

6 ▼ FIFA Soccer '95
■ Electronic Arts ■ Mega Drive

One touch one pass speeds up this game and makes it very easy to pick up and play.

7 ▲ Theme Park
■ Electronic Arts ■ Amiga/3DO/PC

Become a Theme Park megalomaniac as you attempt to make a success out of the merry-go-round business.

8 ✪ Star Trek Next Generation
■ Ablac ■ PC CD

God knows what this little one's doing in here as it's not really a game, just lots of interesting bits for Trekkies.

9 ▲ PGA 486
■ Electronic Arts ■ PC CD

Looking rather lush and green comes EA's definitive golfing game looks and plays like a dream.

10 ▲ Beau Jolly Compilation
■ Virgin ■ Amiga

A tidy compilation: Cannon Fodder, The Settlers, Chaos Engine and the runt of the litter... Terminator 2.

key ● non-mover ▲ move up ▼ move down ✪ new entry

HMV KNOW HMV KNOW GAME

This is where we tell you what games are being cleared off the shelves games punters, and what a discerning lot you are, you don't just buy any old crap, no doubt because you check with us first for a bit of sound advice...

snes top 5

1	✪	Int. Sup Socc ■ Konami
2	✪	NBA Jam Toun. Ed ■ Acclaim
3	✪	Super Punchout ■ Nintendo
4	●	Cannon Fodder ■ Virgin
5	▼	Donkey Kong Co. ■ Nintendo

gb top 5

1	✪	Wario Blast ■ Nintendo
2	▲	Tetris 2 ■ Nintendo
3	▼	Donkey Kong ■ Nintendo
4	●	Space Invaders ■ Nintendo
5	✪	Warioland ■ Nintendo

nes top 5

1	●	Super Mario 3 ■ Nintendo
2	●	Kirby's Adventure ■ Ocean
3	▲	Alfred Chicken ■ Nintendo
4	✪	Alien 3 ■ Nintendo
5	✪	Punchout ■ Nintendo

mac top 5

1	✪	Marathon ■ EA
2	✪	Stalingrad ■ Ocean
3	▼	Sim City 2000 ■ Maxis
4	✪	Myst ■ EA
5	✪	Links Pro Golf ■ Access

pc top 5

1	✪	Disc World ■ Psygnosis
2	✪	Dark Forces ■ Virgin
3	✪	Star Trek Demo ■ MicroProse
4	✪	Star Trek Inter. ■ Ablac
5	✪	Descent ■ Interplay

md top 5

1	✪	Story of Thor ■ Sega
2	✪	NBA Jam Toum. Ed ■ Acclaim
3	▼	FIFA Int.Soccer '95 ■ Electronic Arts
4	✪	Cannon Fodder ■ Virgin
5	✪	Rugby World Cup ■ Electronic Arts

mcd top 5

1	●	Rebel Assault ■ JVC
2	●	Snatcher ■ Konami
3	▼	SoulStar ■ Sega
4	●	FIFA Soccer ■ EA
5	●	Tom Cat Alley ■ Sega

ms top 5

1	●	The Lion King ■ Virgin
2	●	Sonic Chaos ■ Sega
3	●	Jungle Book ■ Virgin
4	✪	Desert Speed Trap ■ Sega
5	●	Desert Strike ■ Electronic Arts

gg top 5

1	✪	NBA Jam Tour. Ed. ■ Acclaim
2	▼	FIFA Int.Soccer ■ Electronic Arts
3	▼	The Lion King ■ Sega
4	▼	Mortal Kombat 2 ■ Acclaim
5	▼	Sampras Tennis ■ Codemasters

amiga top 5

1	●	Sensi World Soccer ■ Virgin
2	✪	Pinball Illusions ■ 21st Century
3	▲	Theme Park ■ Electronic Arts
4	▼	FIFA Soccer ■ Electronic Arts
5	✪	All Terrain Racing ■ Team 17

3do top 5

1	✪	Mortal Kombat 2 ■ Acclaim
2	▼	FIFA Int.Soccer ■ Ocean
3	▼	Super Metroid ■ Nintendo
4	✪	Jungle Book ■ Virgin
5	✪	Sim City ■ Nintendo

cvg's top 5

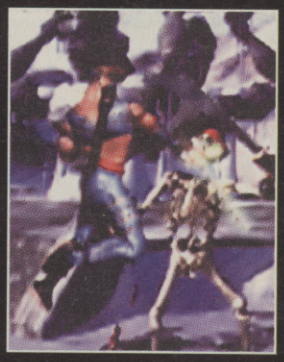
1	✪	Internat Sup Socc ■ Konami
2	✪	Panzer Dragoon ■ Sega
3	●	Dark Forces ■ Virgin
4	✪	NBA Jam TE ■ Acclaim
5	✪	Hagane ■ Virgin

NEXT MONTH

...written in blood, bound in the skin of fair maidens and constructed by Satan's own demonic imp helpers it's...

COMBAT HELL!

All the tactics, all the specials and all the moves for the greatest beat-'em-ups ever. Including:



Mortal Kombat II
Killer Instinct
Super Streetfighter II Turbo
Primal Rage
Toh Shin Den

...and all the rest! It's the only combat guide you'll ever need. It's free, and it's going to be stuck to our cover with glue made out of snot from the last leper in Hades.

Not only, but also (probably):
Frontier 2!
Light-years ahead of the original!
Syndicate 3DO!
Finally, a 32-bit version!
Baldies!
It's Mega-Lo-Mania with slapheads!
Super Streetfighter 2 Turbo!
One of the greatest beat-'em-ups arrives on PC!
And all the latest PlayStation, Saturn software if the Japanese can be bothered releasing something that isn't Mah Jong this month.

Jaguar CD Software!

Yes! By next issue we'll have seen all the software for Atari's CD add-on. We'll bring you a full report plus our thoughts on the machine's potential!

COMPUTER AND VIDEO GAMES

CVG 163 – OUT MAY 15

IT'S GONNA BE GOOD. WE HOPE

Contents subject to change because that's what this business is like. I dunno, programmers sit at the keyboards listening to death-grind-GBH-core metal and never seem to get the job done. I'll 'ave ya all, me an' 'im against the world. Etc.

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